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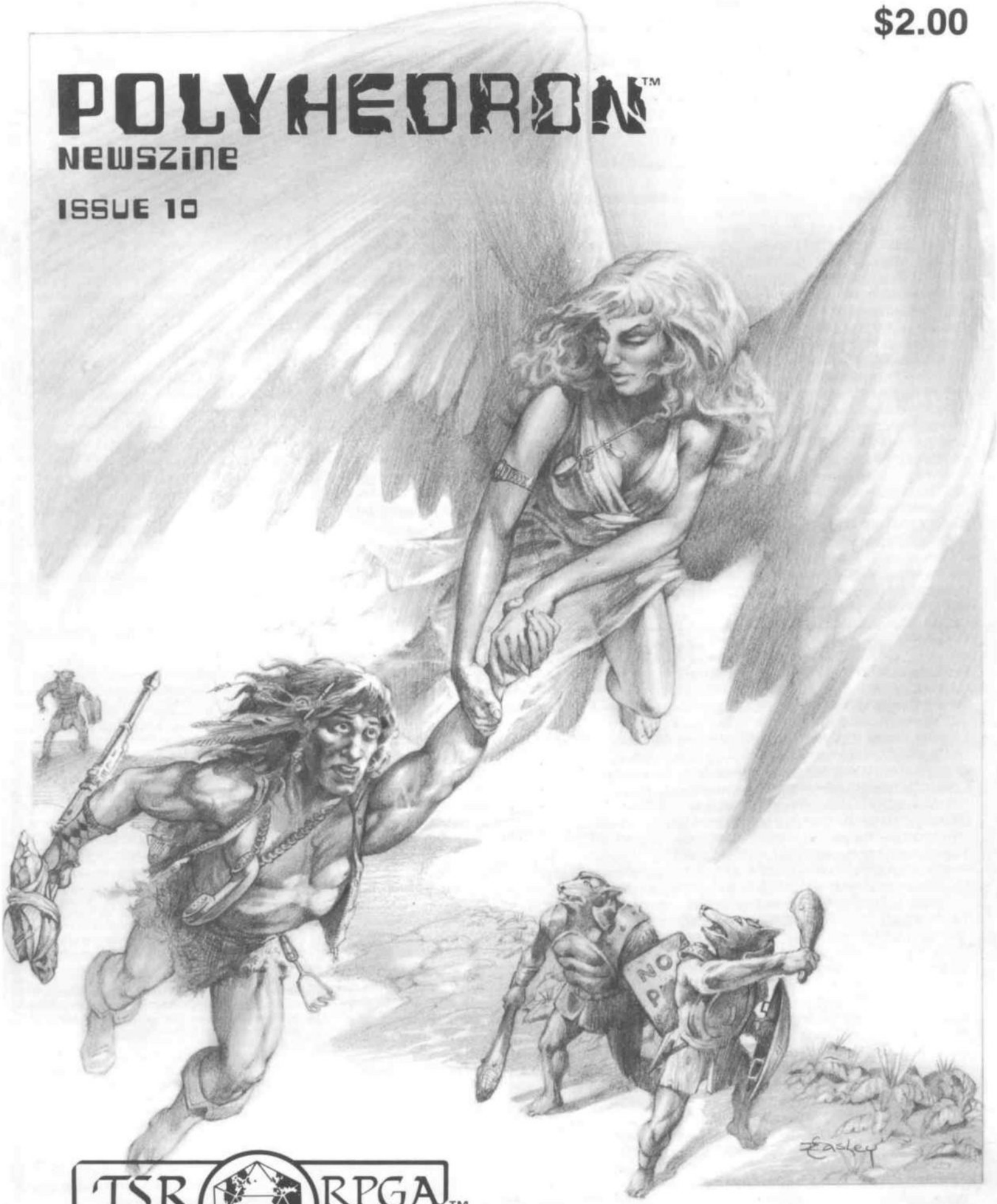
POLYHEDRON™
NEWSZINE

ISSUE 10



TSR RPGA™

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ESP

We're kicking off the New Year at RPGA™ HQ by bringing back some old columns and introducing some new ones. This, the GAMMA WORLD® issue, begins with two expanded regular columns, *Letters*, and *Dispel Confusion*. We're receiving a greater volume of much appreciated mail — thanks!

In those letters, many of you have asked for information concerning TSR modules. For those of you who like to know what you're buying, we've compiled a list of every TSR module presently available or expected on the market within the next six months.

We've also had many requests for a module in POLYHEDRON™ Newszine, which planted the seed that grew into the new regular feature, *Under Construction*. This column provides a description of one room (or its equivalent) in one of the TSR Role Playing Games. These rooms will connect with other rooms in future issues. We hadn't the space to devote to a module in one issue, so we decided to give you bits and pieces to add or adapt to your own campaigns.

Similarly, Mike Carr has written *Flights of Fancy*, a semi-regular DAWN PATROL™ game secenario, based on historical fact. And *Basically Speaking* is back with four of the most often asked D&D® game questions.

How many role playing games have you participated in where the mapping got confusing, complicated, or just down right bothersome? Frank Mentzer has some very clear and helpful suggestions for mappers and DM's that can help make mapping an interesting challenge in the three part series, *Mapping from Square One*.

Two years in coming, the *official* RPGA Network Tournament Scoring System is here. Those RPGA Members who play in tournaments will now be awarded officially recorded points.

In *Encounters*, Jim Ward thinks that the Flynns and the PSH's should be friends. But, can true love be found in an installation in the peaks of the Rockies? Stay tuned!

Mary

POLYHEDRON™

Newszine

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LETTERS

"All I find in POLYHEDRON™ Newszine is AD&D™ game information. Maybe you could have some fiction or game rules updates or something. Your gift section could also use some improvement. A T-shirt would be nice."

— Jeff Jacobson, Cornell, IN

Page for page, there are more articles concerning D&D® and AD&D games in POLYHEDRON Newszine than other TSR games. The reason is simple: we receive more questions and comments concerning these games. However, fairness to other TSR game systems has been a primary concern of mine as Editor of POLYHEDRON Newszine. I see the Newszine as a way to increase knowledge of and interest in other games. As such, I've tried to include at least one article on each of the games in each issue, but it is very difficult with a 32 page format. POLYHEDRON Newszine's primary function is to inform the members of what's happening in their club. Thus, a certain amount of room must be slotted each issue for this purpose. However, if you'll glance through the last three issues, you'll notice a marked difference from the first seven issues. We've had introductory articles on the GAMMA WORLD™, STAR FRONTIERS™ and GANGBUSTERS™ games, as well as Encounters *articles on each of these games. I think that you'll find the addition of* Reiga Nerd *and articles like it entertaining as well as informative.*

Issues #9 and #10 (this one) have contained a greatly improved and updated gift catalog section, too. If any of you have suggestions as to how to further improve our Treasure Chest, *please write to RPGA™ HQ and tell us!* — *Mary*

"Are you planning on publishing any dungeon modules in POLYHEDRON Newszine? How about GAMMA WORLD or TOP SECRET® game scenarios? Also, could you possibly run a column on new items and accessories coming onto the market, or perhaps explain your own accessories? I would love to know something about the R series. Is it campaign or competition, dungeon or wilderness?"

— David Kalisak, Sarasota, FL

We've had many requests to publish a module in POLYHEDRON Newszine. Quite simply, we haven't the room in a 32 page Newszine. As an alternative, we've begun a new regular feature in this issue, Under Construction. Under Construction *is a description of one room or area in a dungeon, lab, speakeasy, etc., complete with background and picture. Over the course of many issues, these rooms will connect and eventually form entire areas of dungeons, cities etc. (depending on the game system used for the description). Referees may add them to their ongoing campaigns, or simply use the ideas to create their own rooms or dungeons.*

As you can see, this issue features the GAMMA WORLD game, and as such contains an introduction to the game and the Encounters *scenario. We strive to give coverage to all of the TSR game systems. Look for a TOP SECRET game* Encounters *scenario in a future issue of POLYHEDRON Newszine.*

Concerning the R modules, you're in luck! In this issue, we've listed every TSR Module currently available or expected out within the next six months. I hope it helps you make your choices! — *Mary*

"Dear TSR,

I have been a member of the RPGA™ Network for some months now. I think it's great! The idea is great because it fills us in on information we can't hear anywhere else.

"I would like to say that your statement about AD&D™ games being for adults is untrue. I don't know one individual over 30 who enjoys AD&D or D&D® games. I wish there would be more Dungeon loving Dads and Monster loving Moms. How could I get more adults to like AD&D games?

"One more question: how does my 31st level human M-U achieve Demigod, then possibly god status?"

— Brian O'Brien, Woodland Hills,CA

Your letter appears in this issue, Brian, because it asks two very common questions. The subject of getting adults involved is a complicated one. I know of innumerable gamers over 30 years of age (myself included), but most started when they were a bit younger. The real difficulty arises due to an adult's time limitations. Between work and other responsibilities they seldom have the extensive gaming time that their younger counterparts have.

The other problem, as I see it, is that younger gamers usually rush over the basics when explaining the game and dwell on their characters. Try going slowly over the step by step procedures of how to play. Your characters are almost meaningless to those who don't know the game system.

Have you ever asked your parents to play? Often times parents feel that they may be "butting in" so it's up to you to approach them. Remember that everyone does not share your enthusiasm for games or highly imaginative fiction. The outpouring of truly imaginative games, movies, etc. is a relatively recent occurence that you have grown up with, but others haven't. If your parents don't wish to game, don't push them. However, they are still the best sources for advice on more human matters (such as how to deal with other players who are unpleasant) and, as such, can help you to become a better gamer. Ask their advice when you feel stumped by non-game system problems. You may be surprised by how much their experiences in life can help you.

As for characters becoming demigods please read the DEITIES & DEMIGODS™ Cyclopedia from the ADVANCED DUNGEONS & DRAGONS® game (particularly pg. 11). Lines of special importance are: "it is remotely possible for mortals (meaning characters, of course) to ascend into the ranks of the divine. . . Characters thus taken into the realms of the gods will serve their patron as minor functionaries and messengers. After several centuries of superior service exceptional servants may be awarded the status of demigod. . . Naturally, ascension into divinity effectively removes the character from the general campaign, as the person will become a non-player member of the DM's pantheon."

Key terms here are: "remotely possible," "minor functionaries," "several centuries," and "removes the character."

In addition to these are a number of prerequisites, including A) your level be far and away superior to most player and non-player characters, B) your ability scores have been raised by some rare, earth shaking magic, and C) the whole process of serving your diety and having worshippers of your own must be followed. This only gets you in the gate! After all of this, and if you can serve for hundreds of years, you may become a demigod and be taken out of play.

My question is, why would you even bother? I would rather spend my time and efforts improving the "world" my character lives in (for instance, Kereo, my cleric in an AD&D™ game world, is

only 12th level but I retired him for awhile to build a great cathedral/hospital complex for the lawful good. This also gives those who have to donate gold to a worthy cause some return on their investments.) The "fun" of having your character be so far above everyone else that it's no longer playable escapes me. — Kim

"Does the $2 price on the cover of POLYHEDRON™ Newszine mean that you sell it to the general public? Can I buy back issues?

"Also, I see that you use material from the GRENADIER BULLETIN™. Whatever happened to that publication? I *used* to get it."

— Dan Murphy, St. Louis, MO

POLYHEDRON Newszine is mailed to members only. We do, however, sell them at conventions to the general public at the higher $2 price you see on the cover. Members may indeed buy back issues ($1.25 each), but be forwarned — we're running very low on issues 1 - 8, so you'd better hurry!

Concerning the GRENADIER BULLETIN, Kim Eastland, RPGA™ Network Coordinator was the Editor of the Bulletin before coming to TSR. We have reprinted some articles written by Kim while at Grenadier Models with the permission of Grenadier Models, Inc. I believe that there was a bit of a lull in publication between the time that Kim came to TSR and a replacement was secured for him at Grenadier. However, the BULLETIN is once again in print. If you are still not receiving it, write to: Grenadier Models, Inc., Price & Pine Streets, Holmes, PA 19043. — Mary

"In the town I live in I know exactly six people who have ever heard of D&D® Fantasy Adventure Games. How can I make D&D® games more popular in my town? Another thing is that no matter how many times I explain the AD&D™ game rules they still do not seem to understand and make foolish moves. What should I do besides let them kill themselves?"

— Robert Messina, Lod, NJ

Again, two commonly asked questions, Robert. The only way I know of to promote a game is by playing it and showing others how much fun it can be. Some people across the country are going to libraries, schools, etc. and arranging demonstrations and mini-cons through those institutions. It must be free and the library or school board usually announces it in advance. When it comes time to run such an event, be sure that the scenario offered is basic and will not put folks off. Many people don't care to discuss demons much less "play" with them. A party that is wiped out on their first adventure doesn't exactly promote the game.

If the party you are running does not have much experience in role playing games then their chance of survival is greatly reduced, especially if the ref is used to "vets" of that game system. This is applicable to all RPG's. First, I suggest that the referee be sure to not run over his/her players' heads. In other words ask yourself the question, "Am I being basic enough for them to learn the game or am I confusing them?"

Second, provide them with a "role model," perhaps in the form of a friendly NPC who might bail them out once or twice or provide them with useful suggestions, ("Hey, you guys goin' out without rope again? How're you goin' to get down that pit you told me about?")

Even better, how about if each character has a patron, master, teacher, or guild that they work for during their non-adventuring hours? The rule in my Sci/Fi world is that the players call me during the week if they have questions for their "patrons" or they want to buy available items. This is usually done on an individual basis. When it comes time to play, they pool their information and progress from there. If the adventure is one where a patron might be interested in participating, I roll to see if the patron will go along. A referee may then give "common-sense" suggestions that the party might not have picked up on.

Third, make certain that as a referee you are not confusing the players. Variants, personal prejudices against classes, races, or spells and disjointed rulings work against a smooth campaign because the players don't have set "rules" to play by. If you don't want Bards, lasers, or illusionary spells in your world let the players know right away.

Also, in your letter you speak of two different games — ADVANCED DUNGEONS & DRAGONS® game and DUNGEONS & DRAGONS® game — as if they were one. They aren't, and this can really confuse and frustrate players.

Fourth, make sure all the players have access to the rules and information about your campaign. The vast majority of questions we receive need not be asked if the players would only read the books. If you are planning on running in a campaign as a player buy or borrow the books and read them. If a particular world has a lot of intervention by dieties buy the DIETIES & DEMIGODS™ Cyclopedia and read it. Remember that the referee's word is final concerning rulings. It's his/her world and no player should try to force the ref into an unpopular decision that could change the balance of the game. — Kim

THE KNIGHT-ERROR.
BY R SMITH
BETTER CHECK MY GEAR BEFORE I GO IN... LET'S SEE, CROSSBOW WITH TWO DOZEN BOLTS, DRAGON PIKE, MY PERSONAL SWORD, TWO DAGGERS, FIFTY FEET OF ROPE, LANTERN WITH FLINT AND STEEL, LARGE BACK-PACK WITH IRON RATIONS, A RING OF PROTECTION, A POTION OF HEALING, AND A NOTARIZED LAST WILL AND TESTAMENT. SIGH
...SOMEHOW THE SPIRIT OF CONAN WITH LOINCLOTH AND SWORD SEEMS TO BE MISSING...

Tips for the Beginning GM

A GAMMA WORLD® Game Feature

by Mike Price

Initially, it is vital that the GM spend a great deal of time creating a GAMMA WORLD game setting where the characters can adventure. This is no easy task, but a well thought out setting is worth the hard work for both the GM and the players.

For a source of ideas, TSR's GAMMA WORLD game modules are a good investment in time and money. *Legion of Gold* and *Famine in Far-Go* were both designed with the idea of giving players a setting from which to base a campaign. If you wish to locate your campaign in an entirely different region than those provided in the TSR modules, the easiest way is to choose some area of the country you are familiar with (like your hometown). Make a photocopy of a present day road atlas and think of how that area would change from the affects of a nuclear war. Remember, the rules give you the elements, but it is the GM who has to put these elements together into a coherent entity (a believable world for the adventuring characters).

The characters in your world have to come from somewhere — it's the GM's responsibility to create an atmosphere of belonging for the characters, and ultimately the players. Most GAMMA WORLD game inhabitants live in very primitive villages or small towns. The primary purpose for the existence of the village or town is to provide a background for the characters — a sense of identity and origin from which to adventure.

The characters should start out with little or no technological items. This will enhance the feeling of having to exist and survive in a truly dangerous environment. Beginning players will learn more about their characters, and consequently more effectively role play their characters if they must rely on their characters' abilities and special powers. Jim Ward (co-creater of the game) likes to make the analogy of the cultural and technological similarities between the beginning GAMMA WORLD game character and the American Indian of the last century. There is nothing wrong with beginning a new campaign with a high-tech setting if the GM and the players are experienced, but it is much more demanding on a GM — there are so many more considerations to take into account (placing all those neat items around, making sure the game play will be balanced, etc . . .)

A strong point of the game is that each player has the chance to develop a truly individual character, especially if that character is a mutant of some kind. In the D&D® and AD&D™ games, an elf is pretty much an elf, but in the GAMMA WORLD game, two players could have mutant bears and each one could be completely different in size, color, and mutational abilities from the other. When players are creating their beginning characters be sure that rolled up characteristics and mutations are consistent with GAMMA WORLD game ideology. Initially, the players should be encouraged to role play their characters according to their stats and characteristics; with more play they will develop personalities based upon their characters experiences. Warning: do not let the players turn their characters into game stats and numbers — encourage them to role play and really get into the feel of the GAMMA WORLD game, for role playing is truly the fun of it.

When creating a setting, the GM must develop some important NPC's and characters that are part of the world. These characters can range in scope from the leader of the PC's village to a mutant guide of some unruly wilderness outpost. Don't reduce NPC's to stats and numbers either. They should be role played, and can greatly contribute to the role playing aspect of the game.

Placement of technological items of the Ancients is crucial. The GM should review the list of items available (both weapon and non-weapon) and select only those which make sense within the setting of the region developed. Some technological items are extremely lethal (like powered assault armor or neutron bombs), and should be avoided until the campaign has progressed for awhile. GM's should experiment a bit to get a good feeling for what will work and what won't, but use some common sense and restraint. Don't give the players a truck load of fusion rifles on their first day out!

Creating new mutations, creatures, and artifacts is an excellent way to make your campaign unique from all others, and gives every GM an extra avenue for creativity. New GM's should be cautioned with new creations not covered in the rules; experiment on occasion with new things, but test them out to see if they work. Use the established rules as guidelines and fit your new creations into the scheme of things, not against the flow of the game. Upsetting the entire campaign with a new deadly creature or superweapon can frustrate players and cause unneeded problems for the GM.

Imagination is always a key factor in making or breaking a campaign for both the players and the GM. It helps to take some time and think about what the future may hold, and make some predictions of your own as to the development of present day technology and social life. There are a number of monthly magazines available at most libraries dealing with technology, science, and future speculations which would make for good resource material in designing interesting encounters. Reading science fiction short stories and novels is an excellent way to pick up ideas for background material and story lines.

The GAMMA WORLD game is a strange and deadly world in which the bizarre seems to be the rule instead of the exception, but that doesn't mean all adventures should be merely excursions for killing mutants. A typical mistake beginning GM's make is to line up creatures for the party to encounter just to see how effectively they can mow the opposition down. Add variety, intrigue, mystery, wonder, and other aspects that make life (real or imagined) interesting, challenging, and worth experiencing.

Dispel Confusion

Advanced Dungeons & Dragons®

Fantasy Role Playing Game

Q: Will water-affecting spells (e.g. *Lower Water*) affect water in other than liquid form — like fog or ice?
A: No. Only the liquid form is implied by the word "water"; the other forms are not affected.

Q: Some classes have minimum Ability Scores; for a Paladin, for example, these are given for five out of six scores! What happens when a score drops below that minimum, as often happens to Constitution after a few deaths?
A: Nothing changes. The minima apply only to the creation of the character.

Q: In module S2, there are two intelligent weapons that aren't swords. Could (or should) every magic weapon have a chance at intelligence?
A: Not necessarily; it's up to the DM. Intelligent weapons can be fun, but they can also be a hassle. If intelligence is permitted, the frequency should be less than for swords. On the chart (DMG p. 166), a sword is intelligent 25% of the time; the DM might decide, for example, that intelligence is partially a function of size, and apply that 25% to all magic weapons of 3½' length or greater, with less chances for shorter weapons. Or perhaps the degree of enchantment (more "plusses") has some effect. There are no specific rules, so feel free to improvise.

Q: When is the D&D™ Companion set coming out?
A: Probably in 1984. I'm rewriting the Basic and Expert sets now, and Companion will be next. Hey! Stop groaning about "another D&D game revision"; this one should last a good while. The new Basic set is designed for solo play while you get the hang of the game, shifting to group play thereafter. It will be out sometime in 1984.
Q: Do creatures with "spell-like powers" need to cast the "powers" like spells? Can you interrupt them, like with spell-casters, and ruin the effects?
A: Spell-like powers are not spells, and do not need to be "cast." They can be produced in total silence, for example, and in 1 segment of concentration. Thus, they can only be interrupted if a blow connects during that same segment — and if the creature sees a swing coming, it can easily delay a bit to avoid interruption.

Q: If a party sees a monster with a gaze attack (catoblepas, medusa, umber hulk) all at once, how many must save vs. the effects?
A: Only one, determined by position or at random. A gaze weapon can only affect one creature per round. Note that with surprise, each surprise segment is treated as a round for certain attacks — and gaze should be included as one of them.

This is why a Gorgon is so nasty; its petrifying breath is an area effect, and can wipe out whole parties in one blow.

BOOT HILL™

Wild West Adventure Game

BHQ: Is a character dead when his Strength drops to zero?
BHA: A character whose Strength has been dropped to zero or less by wounds (not brawling) has lapsed into unconsciousness or coma and is on the brink of death. If a doctor with proper medical facilities (bed, table, surgical equipment, etc.) cannot attend to the character within one hour of when he dropped to zero, the character will die. Most of the time, then, dropping to zero or below is fatal. If the character is an outlaw wounded in a bank robbery, medical attention was notoriously slow in coming; why waste time on someone that was going to be hung anyway? A marshal or sheriff, however, could expect prompt attention; the referee should then decide upon a percentage chance that the character will be completely healed based on severity of the wound, the time delay until treatment, skill of the doctor, etc. An unsuccessful die roll could mean a paralyzed hand, a permanent limp, or death (at the referee's discretion).

DAWN PATROL™

WW I Aerial Combat Game

DPQ: Can a pilot or observer fire a long burst if there are less than 4 ammo points left in the gun?
DPA: Yes. This is often done to prevent a jam from reducing the effect of firing the last few bullets from a gun. It should be noted that the hits scored are still determined normally on the proper table for either an interrupted or short burst. However, if a jam occurs, none of the hits are lost (as they would be normally for an interrupted or short burst), but the jam is a long jam. The gun also will heat up as if a long burst were fired. In essence, a long burst is being fired but with fewer bullets (hence the effect of using the normal tables corresponding to the number of ammo points expended).

DPQ: The rules state that only 3/4 of the normal hits are scored when one of two guns jams on an interrupted burst. How do you round off fractions?
DPA: Round off in favor of the attacker. Here is a listing of the reduced effects: 10 to 8, 9 to 7, 8 to 6, 7 to 5, 6 to 5, 5 to 4, 4 to 3, 3 to 2, 2 to 2, 1 to 1.

GAMMA WORLD®

Science Fantasy Game

GWQ: Is there a quick way to determine the Character Abilities of NPC's?
GWA: The game rewrite, which is coming out around June, will list each creature's abilities. I always give NPC's 12 in all of their abilities if these are not given in the creature lists.

GWQ: How do you destroy vehicles when they do not have armor class or hit points listed?
GWA: This is an obvious oversight that has been corrected in the revised edition. For now, arbitrarily assign hit points and armor classes to each vehicle. If a vehicle loses 50% of its hit points, it ceases to function and must be repaired.

GWQ: What do Serfs look like?
GWA: Grenadier Models, Inc. makes most of the creatures found in the GW rules booklet. The Serf figure is especially nice because it uses a huge ax — perfect for a creature with great strength. I always use them when I am running GAMMA WORLD game adventures.

GWQ: Does a force shield which takes over its hit point limit collapse and, if so, is it broken for good?
GWA: Technologically generated force fields regenerate themselves every melee turn. The force field will be maintained as long as the suit which generates the force field holds up. Further, the rules state that only one mutational force field can be created in a 24 hour period.

GWQ: If players can be mutated plants or animals can they be Yexils or Podogs?
GWA: A very good way for players to learn the game is for them to be creatures from the rules book. Players can have a lot of fun trying to cope with the restrictions that an Obb or an Ark character will place on them.

GangBusters™

1920's Role Playing Adventure Game

GBQ: How does a player character acquire cronies?
GBA: Cronies are covered on page 49 of the GANGBUSTERS game rulebook. The rules leave the question of how cronies come into play up to the game judge. In my own campaigns, I always tell the players how many cronies they may have as soon as they roll up their characters. I recommend, however, that actual creation of cronies be postponed until they are needed in the course of play. This does two things: it gives low level players a little extra help when they most need it, and it helps me build the NPC's needed for the campaign.

When a player decides to build a cronie for a character, I quickly roll one up and let the player decide (with my guidance) the background of the cronie. It is important to remember that cronies can never begin the game at a higher level than the player character! Thus, a first level reporter who would like to have a good friend in the police department can roll up a police cronie, but that cronie will be a Rookie beat cop.

Notice that the cronie system takes a lot of work off of the game judge's shoulders. In a campaign with only eight players, with an average Presence score of 6, there will eventually be 48 cronies. That's 48 NPC's that the player will be keeping track of, not the judge!

GBQ: What happens when two criminal syndicates are running a numbers racket in the same block?
GBA: Probably a gang war! If two syndicates are trying to run numbers in the same territory, neither will make any profits at all. The two syndicate bosses will have to decide which of them will control the territory.

STAR FRONTIERS™

Science Fiction Role Playing Game

SFQ: I read through the rulebook and was surprised to see that there was nothing said about spaceships. Why were they left out? Can characters travel in space? Can they own spaceships? Will you be giving rules for spaceships soon?
SFA: When we started to write the rules for the STAR FRONTIERS game, we knew that there was a limited amount of room in the book. We felt it was better to focus on characters, combat, and adventures that take place on a planet in the rulebook instead of trying to cram everything in.

Characters can travel in space, although they are limited to commercial spacelines in the STAR FRONTIERS rulebook now. Eventually, they will be able to design and have their own spaceships. Work has just been finished on a complete boxed set that will be a game in itself. This set will cover spaceship combat design, and role playing in space. Part of if is a game that can be played without the STAR FRONTIERS game rules and the other part shows how STAR FRONTIERS game characters can use the same rules for role playing adventures. This set will be available in 1983.

SFQ: Can a Dralasite move if it is only a big, round ball with no arms or legs?
SFA: Yes, but it could go no faster than its walking speed. Also, it would be in trouble in combat since it would not be able to hold or fire any weapons.

TOP SECRET®

Espionage Role Playing Game

TSQ: In the TOP SECRET Rulebook 2nd Edition, are the correct prices for many of the Other Weapon Types on the WEAPONS CHART or on the pricelist under EQUIPPING THE CHARACTER?
TSA: The correct prices for Other Weapon Types are listed on the WEAPONS CHART. A manual speargun costs $50. A CO_2 speargun costs $100 and pressurized CO_2 capsules cost $1 each. A sword ($30) and a swordcane ($50) act much the same but are concealed differently. Dart guns can cost $250. A boomerang that returns is only $5. If it hits anything greater than its weight (½ pound) it will not return. Boxing gloves cost $25 a pair and karate padding for both hands and feet costs $50 a set.

TSQ: When a character's Life Level is reduced to 0 by drinking alcohol, is the character dead or unconscious?
TSA: Since alcohol is a depressant poison, the character has literally drank himself or herself to death.

TSQ: How can I run a campaign with multiple groups of investigators, confiscators, and assassins without the players finding out about each other's major objectives?
TSA: Have you considered handing everyone a note telling them their agent's true major objective? They could each also have a cover objective which they tell to the other players. Request that their Bureau section under Classified Information on their Agent's Dossier be left blank and only known by the Administrator. No one will be sure of anyone's true major objective since some will reveal it and others may lie.

TSQ: If four PC's set out on a mission and the Administrator's character was to be secretly blended in with the others by having a player run this character, can this character be a double agent?
TSA: Yes, this is a nice idea. By definition, an agent who is loyal to the opposition while pretending loyalty to those that employ him or her is an enemy agent. For example, agent Z is working for the KGB but is employed by the CIA. The Administrator can be aware of the enemy agent's purposes and can use the enemy agent against the other player characters. The enemy agent looks for any action which would weaken the team, protect his or her agency, and that doesn't jeapordize his or her cover. Discovered enemy agents are usually given the choice of becoming double agents or being prosecuted. An agent who is loyal to those that currently employ him/her while pretending loyalty to the opposition is a double agent. For example, enemy agent Z worked for the KGB, is loyal to the CIA, and pretends loyalty to the KGB.

TSQ: In DRAGON™ Magazine #49, the tracer bullet adds 10 and 5 to second and third following bullets, respectively. Does this bonus apply only to the agent that fired the tracer?
TSA: Yes. Agents not firing tracers do not get this advantage to hit.

REIGA NERD

a mad-djinn-airy tale

by Kim Eastland

Reprinted from GRENADIER BULLETIN™ #3 with permission.

"Set it down there, Lad."

The boy lowered the huge brass bottle with a clang, "What's this for?"

The old mage paused for a moment then whispered, "It's for a Djinni!"

Lad's eyes grew until it seemed as though they'd pop, "I . . . I thought Djinn were kept safe in small bottles . . . hidden away forever."

"Not if a stupid halfling thief attempts to steal it," Nerd muttered and began setting his conjuring materials about, "and once obtaining it, stupidly uncorks the thing, thus releasing Apeni, the last of the Mega-Djinns."

"What happened to the thief, Riega?"

"Apparently died of shock when the Djinn poured out. Thus, no one was there to immediately seal him up again. Now he's wandering about and starting to rebuild his empire. Halfling thieves, hhmmph!"

"So what do you have planned?"

The hunched librarian shrugged, "I'll play it by ear mostly. I know he's in this area, and I know if we don't stop him now we may never have a second chance. His is a cunning race and can only be re-jarred in an unorthodox manner. I have with me most of the incantations to perform the feat, but quite frankly, I'm worried. With no time to completely research the subject, I expect a trick of some type. Have your bow prepared just in case."

Before long, a wisp of smoke drifted along the cavern floor. Nerd immediately began chanting. Slowly, the Djinni formed until it stood three stories tall. Suddenly, a spirit-like form shrieked past them and attacked the Djinn.

"What the . . .?" Nerd shouted.

"Keep chanting, keep chanting," Lad screamed. He began to ease the lid off the massive urn. But Nerd, looking haggard and pained, formed his words slower and slower. Lad turned and looked at the dusty old codex-keeper. Seeing Riega's glazed eyes, Lad quickly snatched up his bow and aimed. "Die, Aerial Dog!" he screamed in what he felt was appropriate heroic fashion. And with that, his arrow whizzed through the air right into the Djinni's opponent.

The air was filled with a bellowing rage as the Mega-Djinn whirled into the jar, the lid sucking tight after him. Riega Nerd shook his head, "What happened?"

The boy sat down beside him. When he was assured that the ancient archivist was himself again, the youth explained how the old sage seemed to be drawn into the incantation while the Djinn fought the "evil" spirit.

"And you deduced that it was the trick of Apeni to charm the enchanter with his own enchantment. Very bright, but how did you know to fire at the undead spirit?"

"Well, uh . . ."

"Have you been in my tomes again?" Riega eyed him with a ferocity that rivaled the Djinn.

"Yes," Lad said after a moment.

"And how did that clue you to the trap?"

"Well, Riega, the last libram I read was a very old one called 'Almaric' or 'Elmanic' or something like that. Anyway, it was filled with wise sayings but one I didn't understand until today — Apeni saved is Apeni urned."

They sat there a very long time looking at each other. Finally Nerd spoke, "And you fired that ever-fast bow of yours at a ghoul, huh, even knowing it wouldn't hurt it. Very good, Watt's son, very good."

They gathered their materials up and left, talking all the while.

"Ghastly, just ghastly," Nerd chuckled.

"We didn't have a ghost of a chance," Lad smiled.

"To face that much wraith, er, wrath could make one a shadow of his former self, eh boy?"

"Oh, I ex-spectred it. It sure was u-ghoul-y though."

"Un-lich some of our other opponents, wight Lad?"

The youth laughed, "I give up, I give up."

"Smart boy!"

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Mapping from Square One

Mapping from Square One is a three part series.

by Frank Mentzer

Some D&D® and AD&D™ game players like to map. Some hate it. Admittedly, the fun in role playing games comes more from the action than the mechanics. But there is entertainment in each aspect, and some map-haters got that way through bad experiences, whether amateur dungeon designs or poor descriptions.

One major problem in role playing games is the need to visualize what the character sees, and to make the appropriate notes. If this visualization is incomplete, the player may overlook options, choose unwise courses of action, or even misunderstand the situation so completely as to cause the character's swift demise.

Accurate mapping can be a key element in avoiding many of these situations. It can also offer clues, especially in compact dungeons. A good DM can easily create "top secret" areas, nearly undiscoverable until their locations are found after careful mapping, measuring, and digging (or requiring entry by magical means).

Many "systems" of mapping are in use around the world, but few have been actually written down and organized. The following is a system which began in Philadelphia and developed further in Lake Geneva campaign play. It is an eclectic work, partially based on auto rally techniques and refined by game use.

As the title implies, this article starts with the simplest basics and proceeds from there. Experienced gamers may wish to skip the following section and begin with "Terms and Usage."

Mapping a dungeon can be done quickly and easily if two rules are followed:

1. One player at each game should be the Mapper, and should know the mapping terms and methods used by the Dungeon Master.
2. The Dungeon Master should always use the same methods and terms when describing areas.

A Dungeon Master can use any system, as long as the same terms are used throughout. Problems and delays in mapping most often occur when players don't know just what the DM means — this can be avoided if the DM is consistent. When playing a role playing game, the fun comes more from role playing than through minor details such as this — though good mapping can be a puzzle and a challenge in itself.

Abbreviations

The standard abbreviation for "Feet" is one slash (′). The standard for " inches " is two slashes (″). This is used in DUNGEONS & DRAGONS® games to mean tens of feet, but is rarely used in mapping.

Map Paper

The standard paper used for DUNGEONS & DRAGONS game maps is blue-lined grid paper. It is available in many sizes, from ½" squares to ⅜". The most common is ¼" squares.

Scale

Each square formed by the blue lines can represent a 10′ x 10′ area, or a 5′ x 5′ area if more detail is desired. Standard is ¼" squares, each representing a 10′ x 10′ area. This fact — the amount of "real" space represented by a map square — is known as the "Scale" of the map.

The Scale of any map should be noted on it. EXAMPLE: Scale ¼" = 10′.

Compass

Most directions are given in compass terms (north, south, east, west, or in between). A symbol should be drawn near the edge of each map, indicating the compass directions. EXAMPLE:

Errors

When players make mistakes in mapping due to inexperience or misunderstanding, the DM should correct them. However, errors may appear due to magic effects (the characters don't see what's actually there), special traps, moving walls, etc. Map with a sharp pencil and keep an eraser handy.

Visibility

The Dungeon Master must be careful not to describe areas that the characters cannot see. For example, if a square room is 100′ across, even characters with magical light and lanterns could not see the whole room. Only the part within range should be described. At intersections, do not describe side corridors until characters have approached and described their method of examination. If characters pass through a four-way intersection quickly and do not stop to examine the side corridors they will not be able to map more than a small fragment of the side passages.

Most dungeon areas are not lit, unless used by humans or other creatures unable to see in the dark. Lit areas can usually be mapped immediately, even if dim and unclear.

Purists may insist that accurate measurement is not possible until an area is "paced off." DM's discretion is therefore required; if a party normally paces off an encountered area, there is no harm in giving exact figures, even if they must first handle a creature therein. If there is reasonable doubt, the measurements should be approximate at best. For example, if the DM expects a party to run away or avoid an area, no exact description need be given.

TERMS and USAGE

Map Squares

Distances and measurements may usually be described in feet or "squares," referring to the map paper squares. Diagonal distance measurements should be given in "diagonals," — one diagonal on Standard paper and scale equals about 14′ 2″.

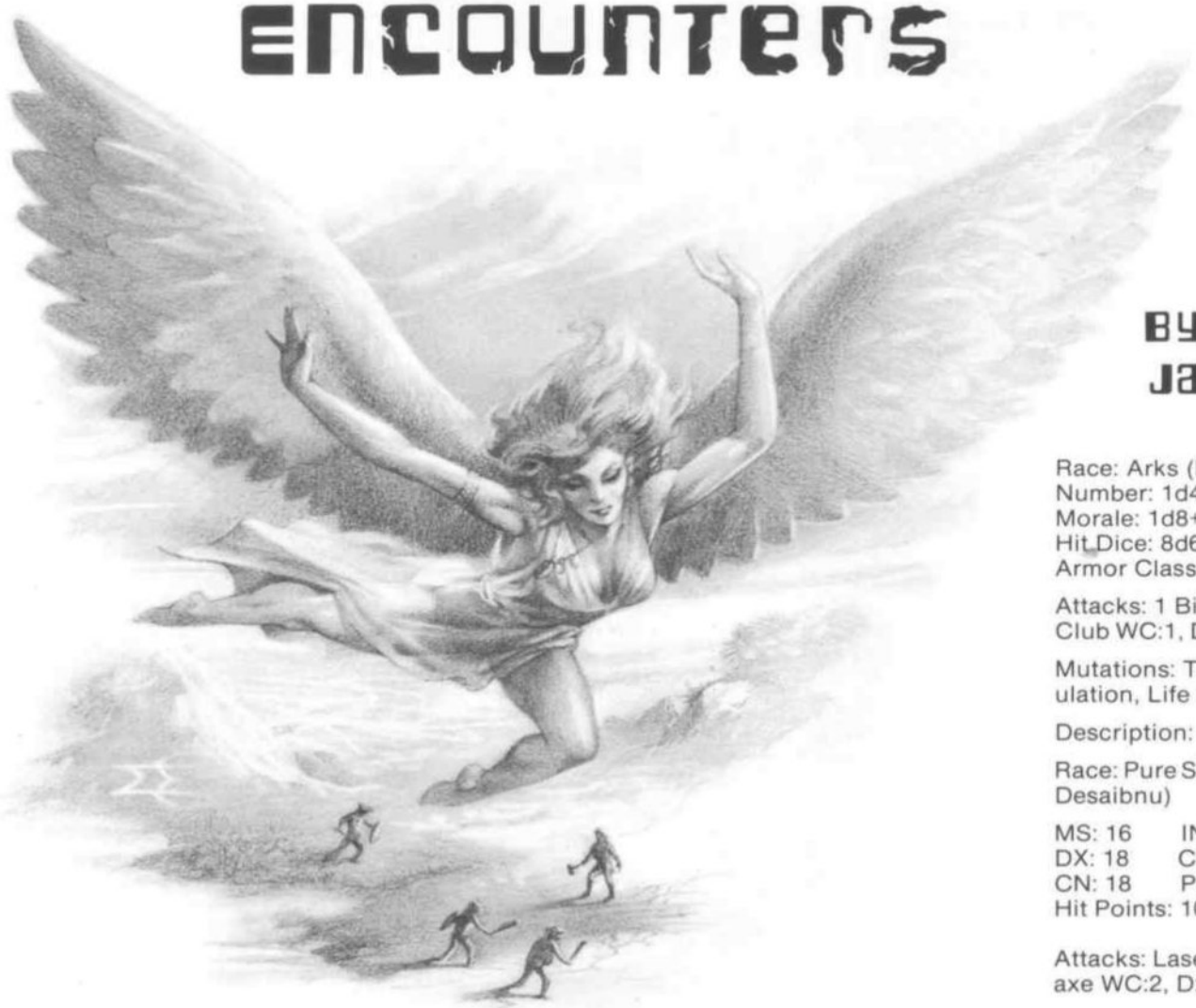
Standard or Normal

Whenever possible, the DM should give a "standard" descrip- for "normal" areas and items. For example, "10 foot high corridors, 15 foot high rooms" could be announced as Standard. The height of corridors and rooms needn't be mentioned from then on unless they differ from the Standard.

A Standard material is common. The usual standard is "stone walls, floor, and ceiling," or wooden materials. In most of the adventure, the DM need only say "normal room, 10′ square" instead of "room 10′ square, height 15′, walls, floor, and ceiling of stone." A Standard door can also be described. It may be "4′ wide, 8′ high, wood with metal bands." It may have some other description, simpler, bigger, or heavier.

Standards set for one dungeon do not apply to any other and may vary by materials, type of building, type of civilization, etc.

Encounters



By James M. Ward

The Setting:

The battle had been one sided until the Flynn decided to lend a hand, knowing full well how the Arks would react to her approach. Her Mental Blast took out the wounded Ark she attacked from behind. The rest turned to view her, and instead of running in fear as Arks had always done before, they moved to attack her with their weapons. This wasn't supposed to happen!

Then she spotted their collars. They were being controlled by some outside force!

The Characters:

Race: FLYNN — *(Individual: Mericulies)
Racial Number: 1d6
Morale**: 2d4+4
Hit Dice: 10d6 (58 hit points)
Armor: 4 on the ground/2 in the air
Air Speed: 24/1800/36

*Items in parentheses reflect the individual dealt with in the scenario.

**Morale is more extensively dealt with in the revised edition. It is used to check the mood of the NPC in highly dangerous situations.

MS: 3d4+6 (18) IN: 3d6 (17)
DX: 2d6+6 (17) CH: 3d6+2 (18)
CN: 2d8+2 (18) PS: 1d12+6 (18)

Attacks: By Weapon Type

Racial Mutations: Heightened Vision, Light Generation, Regeneration, Wings, Intuition, Mental Defense Shield, Thought Imitation

Individual Mutations: Heat Generation, Physical Reflection 'radiation', Mental Blast, Telekinetic Flight

Description: Flynns can only be found in what used to be the northern Rocky Mountains. Flight is their passion. They have discovered many of the Ancients scientific principals and have even surpassed them in some areas — they use only aerodynamically perfect missile weapons. Flynns spend a great deal of time trying to tame all types of flying creatures, and as a result, are friends with all intelligent flyers who have come to know the Flynn race.

The race is genetically incapable of mutating into anything but perfectly formed winged humanoids. NPC Flynns are dead if mutational defects are rolled.

Race: Arks (Hound Folk)
Number: 1d4
Morale: 1d8+2
Hit Dice: 8d6
Armor Class: 5

Attacks: 1 Bite, D: 1d6
Club WC:1, D:1d6 (+3, +3d6 being Arks)

Mutations: Telekinesis, Weather Manipulation, Life Leech

Description: As in the rules booklet.

Race: Pure Strain Human — *(Individual: Desaibnu)

MS: 16 IN: 17
DX: 18 CH: 15
CN: 18 PS: 17
Hit Points: 100

Attacks: Laser rifle WC:13, D:6d6, Heavy axe WC:2, D:1d8

Desaibnu is a scout for his small tribe of PSH's hidden in a valley in the northern foothills of the Rockies. Although he realizes that the odds are against his winning this confrontation (the Arks have already killed his Brutorz), he is mad enough at the loss of his prized mount to want to take care of these monsters or die trying.

Referee's Section:

Intelligence and Intuition have told Mericulies that the Arks are being controlled. It would be logical for Mericulies to either carry Desaibnu away and follow the Arks *or* fight them to the death and examine their collars. The PSH can be a player character or an NPC, but in either event he will be interested in discovering what controlled the Arks.

The referee should hint, subtly or otherwise, that if Arks can be controlled, more intelligent creatures are undoubtedly being taken over — time is of the essence if they want to stop this. This vein could lead to a scouting scenario set in the hills of the Rockies. Create an installation for them to discover. This joint venture could lay a foundation for mutual cooperation between the Pure Strain Humans and the highly charismatic Flynn.

NOTES FOR THE DUNGEON MASTER

by Frank Mentzer

Gods are not characters or monsters.

When the DEITIES & DEMIGODS™ Cyclopedia came out, everyone expected an easy solution to the "god problem," as I call it. The rules of the game imply that high level characters can aspire to demigodhood or better, so the solution was expected in this work. And, upon opening it, one finds the first 7 pages describing these superbeings in a format similar to monsters and characters. And look! On page 11, it explains Ascension!

And so the poor beleaguered DM, noting those detailed explanations of Ability Scores in the 19-25 range, and the class and level notations in the descriptions, tries to apply them. And the gods die in mortal combat with arrogant high-level characters who own artifacts and Girdles and so forth.

This is absurd! Worse — it's stupid, and can wreck an otherwise good high-level campaign. First of all, as soon as any mortal being seriously considers the idea of tackling a member of the Divine Hierarchy, he should be instantly vaporized by the multiversal equivalent of an eraser. Even thinking about it is heresy, by any definition, against which the mythological gods are notoriously tough. (But be nice, DM; don't take such radical steps unless the characters are serious.) And to make matters worse, the very memory of the character's existence will probably be vanished along with him, leaving those who would *Wish* him back with an interesting dilemma —"Let's see, I was about to *Wish* something, but what?"

Secondly, when the nitpicker says "but they can't do that!" the DM may easily respond "Who says they can't?" DDG Cyclopedia doesn't say they can't. TSR doesn't say they can't. And the decision is up to the DM in the first place! And third, the astute debater then responds, "But the rules don't deal with 'can'ts;' they deal with 'cans', and it doesn't say they can, and you play this game by the rules, don't you?" And the astute DM replies, "Sure, but the gods are not characters or monsters, and you're thinking of them as such."

The exceptional nitpicker has thought about this unexpected turn of events, and now tries to tackle the DM with his own tools: "Doesn't my character's god have anything to say about this?" The astute DM replies, "Of course. The god that erased you confers with your god, and they hang you up in limbo while the problem is resolved — neither existing nor eradicated, but in between; certainly not in the campaign world."

How does the DM resolve this problem, then? Well, the characters don't have the divine perspective; the gods of a pantheon form a stable, working Administration for the business of reality. They don't fight with each other if they can help it; the battle might upset the multiverse. So most problems must be resolved *through peaceful means. Note that any* mere mortal attempting to upset this balance risks not only the wrath of the god being attacked, but the entire pantheon! Of course, most pantheons include both sides, good and bad, and the divine enemies of the divine beings will try to twist negotiations around for results most beneficial for themselves. But the gods, in their (infinite?) wisdom, don't want to see their marvelous setup disrupted.

Yes, this argument is incomplete and not entirely satisfactory. But whenever I get a letter mentioning that someone's character has slain a god, my immediate response is twofold: either you just think you've slain a god, and haven't, or your DM hasn't read the section in DDG Cyclopedia titled "Dungeon Mastering Divine Beings."

Some DM's use all the mythoi in the book, jumbled up like a tossed salad of divine lettuce. This is incorrect. You can use all of them by adding a multi-reality aspect to the already multi-universal setup of AD&D™ game reality. But the pantheons do not combine well, and should remain separate. (I can't even accurately imagine a multiverse, let alone complicating matters with transprobability details.) The one exception to this is the "Non-Humans' Deities" section, which can be added to any of the others to help out the monsters.

Now you know how to avoid the problem. But what do you do with existing "god problems," and how are you supposed to use the DDG Cyclopedia. And *what if you want to roleplay the god business?* I'm out of space — tune in next issue!

by Jon Pickens

This month we're going through the mailbag and taking a look at some of the more common questions about the D&D ® game system.

What is the difference between the D&D rules and the AD&D™ game rules?

The D&D game rules and AD&D game rules are very different in many ways, but the greatest difference is in the intended audience. The D&D game rules are an "open system," kept deliberately simplified for those who haven't had much experience with role playing games, for those who don't have the time or desire to master the complexities of the AD&D game rules, and for those who like to tinker with variant systems.

The AD&D game rules, on the other hand, are a "closed system," intended for tournaments and those who like to play the game "by the book." The idea is that people from different areas can all get together and play by a common set of rules. Hence, many things that the D&D game leaves to the DM, the AD&D game system covers in great detail.

Specific differences are many — the magic items are very different; the AD&D game system has different spells (and almost all vary range, duration, and area of effect by caster level); time scales, movement scales, and ground scales are different; hit die ranges are different; character classes are handled differently in the AD&D game, and there are specialist sub-classes; AD&D game training rules and gp value for magical items require a different approach to game balance; the list goes on and on.

The recommended approach is to get one set and stay with it — adapting material from other sources as desired, but converting it to the base system selected, rather than dumping rules into a campaign willy-nilly.

This column deals with D&D game rules: Basic, Expert, the up-coming Companion, and the current module series "B" and "X." The hardbound books, other modules, and the WORLD OF GREYHAWK™ Fantasy Game Setting are another matter entirely.

What are hit points and hit dice?

Hit *points* are the total amount of damage a character or creature can take before being killed. Hit *dice* are the number of dice rolled and added to get hit points.

For characters, the type of die depends on class (Fighters get d8, Clerics get d6, Magic-users get d4, and so on). Characters also get bonus hit points for each hit die if they nave high Constitution (and a penalty for low Constitution). Further, characters get one hit die per level up to Level 9, at which point both hit dice and Constitution bonuses drop out and the character gets a set number of additional hit points for each level.

Maximum hit points for Level 9-12 Fighters with 15 Constitution:

Level	Total HD	Maximum rolled hp	Total CON Bonus	Total Level Bonus	Total Hp
9	9	9x8 = 72	9x1 = 9	0	81
10	9+2	9x8 = 72	9x1 = 9	2	83
11	9+4	9x8 = 72	9x1 = 9	4	85
12	9+6	9x8 = 72	9x1 = 9	6	87

Note that the average will be about 35-36 points lower. Monsters, on the other hand, always get d8 for hit points, unless a special range (1-4 hp) is specified. Also, monster hit dice determine what row of the combat tables to use when making monster "to hit" rolls.
Monster hit dice: Carrion Crawler = HD 3+1

This means that the Carrion Crawler gets the total on 3d8 plus 1 hp as a hp total. Assuming rolls of 3, 8, and 2 the Crawler has:

hp = (3+8+2) +1 = 14 hp

A Gnoll (2 HD) attacks a fighter in chainmail and shield (AC 4). To find the "to hit" number, match the monster HD against the opponent's AC on the combat table:

		Fighter's AC				
	Monster's Hit Dice	6	5	4	3	2
Gnoll's HD	up to 1	13	14	15	16	17
	1+ to 2	12	13	14	15	16
	2+ to 3	11	12	13	14	15

The DM must roll a "14" or better on 1d20 to score a damaging hit on the fighter.

What are the details of the Detect Invisibility spell?

Somehow the details of this second level magic-user's spell disappeared during production, so here goes:

Detect Invisibility allows the caster to detect invisible creatures and objects. Range: 10'/level, Duration: 6 turns.

How do I run time and movement?

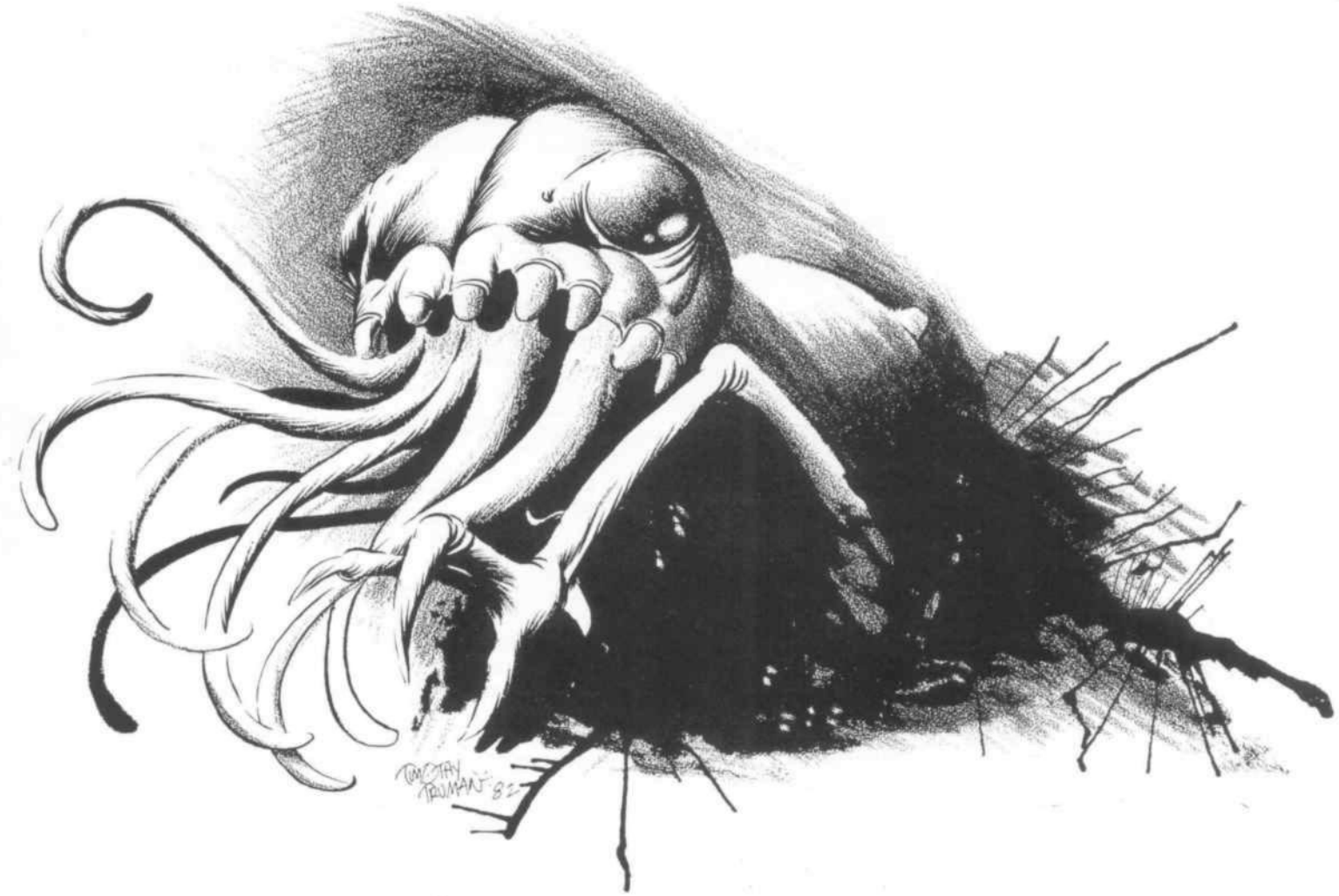
Movement. The distance a character can move in one game turn depends on how much he or she is carrying — encumbrance. One trick in dealing with encumbrance is to figure out how much a character usually carries, then record encumbrance in capacity left before a character moves at the next slower rate. This usually means the party moves at 60' per turn because the fighters are wearing heavy armor.

For example, if Morgan Ironwolf carries 670 cn weight and moves 60', I know that if she picks up 131 more she will move at 30' per and that the maximum load she can pick up overall is 930 cn total, unless she starts dumping equipment.
(Digression: Enforcing encumbrance is recommended — this is a control on treasure. Treasure the characters don't carry off with them is likely to be stolen by scavengers before they get back . . .)

Time. Within the adventure, time is divided into game turns and rounds. The DM should have a larger time frame that continuing adventures fit into, but more on this later. First, the adventure itself:

The game turn time scale is used when the party is moving through the dungeon and mapping as they go. If the DM is using the recommended map scale of 1 square = 10', a party moving 60' per turn will move 6 squares on the DM's map (check for wandering monsters every second turn).

In addition, the DM must allow penalties to the distance covered if the characters do other things besides moving and



mapping: searching for secret doors or traps, resting, picking locks, listening at doors, stopping to peer down dark halls, loading treasure, and so forth all take time. Some of these are covered in the booklets, but sometimes the DM will have to decide how long it takes (that is, how much it reduces party movement that turn). A personal list of such time-consuming activities will help keep the DM's rulings consistent.

The DM should keep track of game turns during the adventure. This will help in keeping track of spell and light source durations, rest periods, and other events that take place over several game turns.

1	2	3	4	5	6	
						1 hour
						2 hours
						3 hours
						4 hours
						5 hours

Rounds are used in encounter situations — the DM should shift into this faster time automatically in situations where fast reactions are needed. Note that the movement drops to one-third the rate of movement in a game turn. Actually, this movement is much faster because there are 60 rounds in a game turn (about twenty times mapping speed). It is not possible to maintain this pace very long, which is why the game turn ends immediately after combat is finished (most combats go five rounds or less).

In short, the DM should freely switch time scales as the situation requires — the most important goal is to maintain the flow of play.

Larger time frames. Time within the campaign should remain fairly flexible — its main purpose being to coordinate activities of different groups of characters in the same world. Again, the DM should selectively speed up and slow down time as needed to concentrate on active adventures. For example, if the dungeon is a two-day walk through known and fairly safe territory, the DM can pass over the journey to the dungeon with a few words about the land, the weather, and how much time has passed. Wilderness adventures (covered in the Expert rulebook) take place mainly in unexplored outdoor areas. The DM glosses over much uneventful time in these situations. Play should concentrate on the times when player characters are active and making choices that affect their futures.

There is one important exception to this: when characters are out of the campaign doing magical research or production. It is important that other adventuring continue during this time. Power increases on the part of other characters is part of the price the researcher must pay when doing research. The player should be encouraged to run an alternate character in this case.

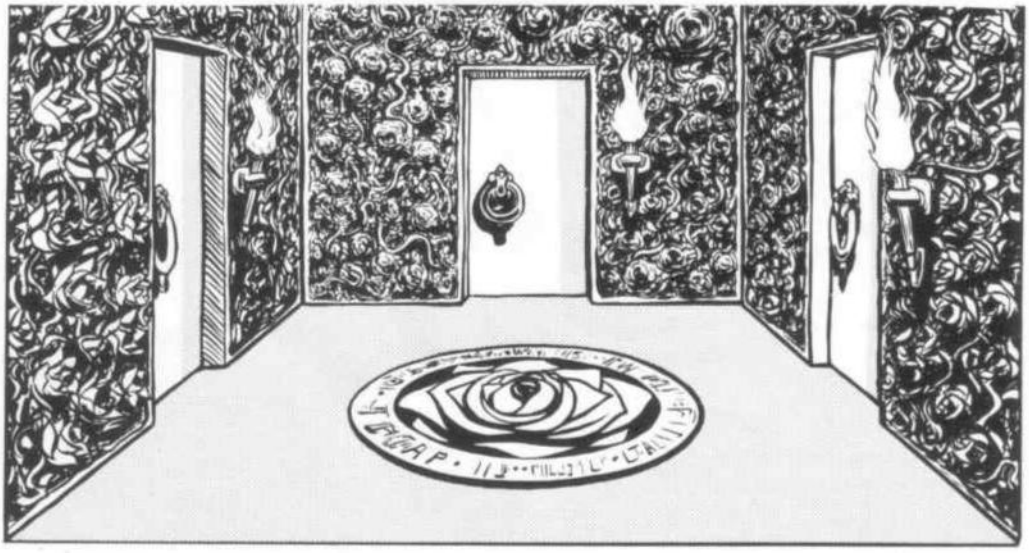
The recommended scale for the overall campaign is one week of real time to one week of campaign time (this makes long range record-keeping easier), but the DM can alter this as needed to fit the schedules of his players. If the first dungeon is put 2-3 days away from the base town and the players meet about once a week, it works out rather well.

What is the crayon in the boxed set for?

The crayon in the boxed set is to use on the dice. The numbers become much more readable if you rub the crayon into the numbers and wipe off the excess wax.

UNDER CONSTRUCTION

BY
MARY KIRCHOFF



Under Construction, a new addition to the list of POLYHEDRON™ Newszine regular features, is a description of a room, lab, speakeasy, etc. that could exist in one of the many TSR role playing games. DM's may add them to their campaigns, or use the ideas to design their own rooms. *Under Construction* rooms are written solely by RPGA™ Network Members, and should *not* be considered official TSR module sections. The following room is suitable for use in either D&D® or AD&D™ games.

Player Information

You stand before a green marble door. The following verse is magnificently scrolled on the door in gold.

NEDRAGESOR'S FIRST MISTAKE,
HIS GODDESS NOT A ROSE TO TAKE.
LET ALL WHO ENTER HEREBY BE WARNED,
ELEMENTS 3 SHALL NOT BE SCORNED!

The door opens; four torches light up the interior, revealing a square room which seems to be made entirely of gilt-trimmed forest green, ruby and cream-colored swirly marble. The marble is in the form of mosaics of rose vines that span all the walls of the room. There is a door in the center of each of the four walls, and a torch to the right of every door. In the very center of the chamber is a 3' x 3' mosaic of a large white and ruby-colored rose. Above, there seems to be no ceiling — darkness stretches upward and joins with the howling of the wind. A sourceless, endless, cold draft circulates throughout the room and whistles through the doorway.

Referee's Section

The key to this room is the power of three of the four natural elements: earth, fire and water. Spells, physical force, etc., are of no use in counteracting the conditions of the room. Earth (soil), fire (non-magical) and ordinary water intentionally thrown on the mosaic rose in the center of the room will free a trapped character, and ultimately, any party members who are trapped in the room (for details, see below). Holy water splashed on the center rose will activate a secret door also detailed later.

The room is a 30' x 30' chamber. If the party throws anything into the room (with the exception of one of the characters), a few rose petals will fall from the darkness above. The first character to set foot in the room will be magically sucked into the corner to his/her immediate left. The marble vines that are part of the wall pattern will magically transform into real vines and hold the character to the wall. All efforts on the part of the trapped character to free him/-herself will be futile. He/she may speak, but will be unable to move. (DM's discretion as to whether the vines prevent other characters from removing his/her gear.)

If the rest of the party rushes in and attempts to part or harm the vines in any way, the door entered through will slam shut and all doors will lock and remain shut for at most 24 hours. At the same time, the room will be filled with an overpowering scent of rose, and real rose petals will begin to drop enmasse from a grillwork of rose vines now magically visible 20' above. If any party member tries to pull the trapped character out, that person will suffer (as with the *Wall of Thorns* spell) 8 points of damage plus an additional amount of hit points equal to the character's armor class from the rose thorns. The rose thorns will penetrate all types of protective hand gear. Characters on the outside of the door will be unable to gain access, but may communicate with those inside. If the party cuts at the vines, two more vines will grow back for every one cut off, further wrapping the victim. Each vine will take up to 2 point of damage.

Petals will pile at the rate of 3" per melee round, covering all areas except for the mosaic rose in the very center of the room. After two feet of petals have fallen, movement will be halved. Also, each character (unless they indicate that they are standing completely still) will slip and fall once on the rose petals for 1d4 points of damage. The petals will cease falling only if the characters stop cutting or trying to remove the trapped victim by force. If the party doesn't discover the power of earth, fire or water and they continue tampering with the vines until the room fills with petals up to the 20' lattice, the party may crowd onto the uncovered rose (depending on the size of the party) until the doors open 24 hours later. The party may also crush paths through the petals, but party members will still be trapped.

If earth, fire or ordinary water are deliberately placed onto the mosaic rose in the center of the chamber, the victim in the vines will be released and the doors will unlock, freeing the party.

However, if holy water is poured onto the mosaic rose in the center of the room, the petals of the mosaic rose will part, revealing a secret trap door, and the real petals on the floor will fall down it. The secret trap door leads to the next level of the dungeon. If any party member looks down it, the hazy outline of a figure of stone can be seen. Again, the mosaic rose of the center floor will open only if they splash it with holy water. It will not yield to any spells or physical blows.

Lore of the Chamber

The chamber was once the beloved rose garden of a very powerful cleric, Nedragesor. Ned bragged high and low that even the gods had nothing to compare with his rose garden. His patron goddess overheard this and demanded that he give her several of his rose bushes for her own gardens. He would not relent to her demands, and she, not to be bested by a mortal, placed a curse upon him and the thing he valued most: his rose garden. She turned them into marble. The marble statue of Nedragesor stands directly below the mosaic rose in the center of the chamber, one might say "buried" beneath his beloved garden.

Getting started in GANGBUSTERS™ game

BY MARK ACRES

A GANGBUSTERS Game Feature

If you are judging your first GANGBUSTERS game campaign, here are some tips to help you get started.

1 Be sure you are familiar with the rules for movement, shooting and fistfights. These won't be happening all the time, but if they do it is very important that you run them properly. Play several short scenarios until you are comfortable with handling fights involving several characters, including NPC's. Your players won't mind; they'll be having fun while you sharpen your skills.

2 Have some of your campaign setting populated with NPC's before beginning play. Try to give these NPC's as much real personality as possible; this helps players learn about the neighborhood, and it helps them give more personality to their own characters. If you are pressed for time (as are many good referees) or need examples, an excellent source is TSR's module GB 1: *Trouble Brewing*, which provides details on more than 150 NPC's for Lakefront City.

3 Don't be afraid of having several different things happening at once. If your players are very immature, it will probably be best if they are all working together. Mature players, however, can easily deal with the fact that you are running a reporter doing an interview, a private eye shadowing a suspect, a beat cop chasing a thief, and a criminal gang attempting to stick up a store all at the same time. The action of the game is interesting enough that they will be glad to wait a few minutes until you can get around to their activities.

4 Use common acquaintances or common interests to tie the characters in your campaign together naturally. For example, the private eye might have a crony at a newspaper. This crony would know the PC reporter who works there, as well as the crony of the beat cop who also works at the newspaper.

5 Let your players develop their cronies during the course of play. The rules state that each character has a number of cronies equal to his or her Presence score. Don't make the players create these cronies all at once; let them be developed as they are needed in play. This will make for a much better integrated campaign.

6 Role play your NPC's to the hilt. You will find that in time your players will have as much fun investigating, questioning, bargaining, and dealing with the NPC's as they do shooting and punching.

7 If you find your inspiration for new cases for reporters and private eyes running a little dry, read, read, read! There are countless mystery stories from the period; Dashiell Hammett's are a good place to start.

8 Relax. After a few sessions of play, you will find that your campaign will practically be running itself, as NPC's respond naturally to the actions of the player characters, in turn creating new actions. Remember, the game should be fun for the judge as well as the players!

9 Don't be upset when characters get killed. The role playing in the GANGBUSTERS game is somewhat different from role playing in other games. If you aren't disappointed when a particularly interesting character gets killed, the player will accept it and be ready to roll up another.

10 Be ready to improvise. Your players will, without doubt, come up with things which couldn't be covered in 64 pages of rules. Use your best judgement and plunge ahead. After all, fun *is* the name of the game!

The Official RPGA™ Network Tournament Scoring System

For quite awhile now you have heard RPGA HQ talk about ranking its members when they play in official tournaments, but no one has ever explained exactly what that means or who is presently ranked — this is the article that explains all that.

Purpose: The purpose of a Tournament Scoring System (hereafter referred to as TSS) is *not* to lay down a point system for determining the winners within a tournament, but rather to assign point values to RPGA Network recognized contest winners. The process of determining the winners of a round is still left up to the individual tournament director (the suggested method for scoring players within a tournament round may be the subject of a future POLYHEDRON Newszine article). The points shall be awarded as a recognition of those individuals who have had the opportunity to play in convention tournaments and have finished among the top players. This is not to say that the players with the most points are the best role playing gamers in the land but that they are acknowledged by the RPGA Network as being some of the best and most experienced tournament players we know.

Tournaments: All tournaments must be of a non-variant nature and use a TSR Hobbies, Inc. Role Playing Game. Tournaments recognized must be in conjunction with a convention (even a "minicon) and not be held just for their own sake. This con can be a small, one-day affair held at a local school, church, library, etc., but it must be open to the public to attend (admission fees are up to you). All tournaments must have one Director who is responsible for overseeing the tournament play, scoring, etc. The Director is also responsible for informing ROLE PLAYING GAME ASSOCIATION™ Headquarters of the tournament at least two months in advance and also of the results afterward.

There are three different types of recognized tournaments. They are:

A) Official: These tournaments are those that are created and coordinated by the RPGA HQ. This means that RPGA HQ is in attendance at that convention and is completely handling the tournament. These are the rarest tourneys and will always be announced in advance (for instance there will definitely be tournaments at all GEN CON® Game Fairs). These are also the highest scoring tourneys (per person).

B) Sponsored: These are tournaments that are created and coordinated by trusted associates of the RPGA HQ. RPGA HQ attendance is still required at the convention, but we give prior attention to the scenarios to be run, give our approval, but do not coordinate the event ourselves. The best example of this is the AD&D™ Game Open run by Bob Blake every year at the GEN CON Game Fair.

C) Approved: These tournaments are created and coordinated by *official* RPGA Network Clubs. Like the other two types of tournaments, they cannot be a variant on our game systems. Although RPGA HQ won't be at the convention there will be a system of protest (see PLAYER/DM PROTEST) to cover any questions concerning the tournament's integrity. No Club may offer more than two tournaments per year. The scores for an Approved Tournament will be noticeably lower due to the lack of direct RPGA HQ control.

TSS Points: The various tournaments are scored as follows:

Official — All participants receive 50 pts. for playing.

Teams:
Team #1: All players whose characters survive receive an additional 100 pts.
Team #2: All players whose characters survive receive an additional 75 pts.
Team #3: All players whose characters survive receive an additional 50 pts.

Individuals:
Winner: Receives 1000 pts.
1st Runner-Up: Receives 750 pts.
2nd Runner-Up: Receives 500 pts.
3rd Runner-Up: Receives 250 pts.
4th Runner-Up: Receives 125 pts.

Sponsored — All participants receive 20 pts. for playing.

Teams:
Team #1: All players whose characters survive receive an additional 50 pts.
Team #2: All players whose characters survive receive an additional 35 pts.
Team #3: All players whose characters survive receive an additional 20 pts.

Individuals:
Winner: Receives 500 pts.
1st Runner-Up: Receives 400 pts.
2nd Runner-Up: Receives 300 pts.
3rd Runner-Up: Receives 200 pts.
4th Runner-Up: Receives 100 pts.

Approved — All participants receive 5 pts. for playing.

Teams:
Team #1: All players whose characters survive receive an additional 20 pts.
Team #2: All players whose characters survive receive an additional 10 pts.
Team #3: All players whose characters survive receive an additional 5 pts.

Individuals:
Winner: Receives 100 pts.
1st Runner-Up: Receives 75 pts.
2nd Runner-Up: Receives 50 pts.
3rd Runner-Up: Receives 25 pts.
4th Runner-Up: Receives 15 pts.

The Player/DM Protest System: The Player/DM Protest System is a safeguard measure provided by the RPGA HQ to maintain the integrity of the tournaments. If a Referee or player in one of these tournaments has strong doubts concerning the validity or honesty of the scenario or those advancing or winning in the tournament, he/she has the option of presenting their case to the RPGA HQ. If the problem arises while you are at the convention you may bring the subject up to the RPGA person in charge. However, if RPGA HQ is not in attendance, the grievance may be written and sent to: Kim Eastland, RPGA™ HQ, POB 509, Lake Geneva, WI 53147. The grievance must be complete in its coverage and the letter **must** be signed. Persons who share the same grievance should all sign the same letter rather than send in separate letters. Items to be included in the complaint are:

A) Person filing the complaint plus his/her membership number, address, and phone number.
B) Convention Director's Name, address, and phone number.
Tournament Director's Name, address, and phone number.
Convention name, date, and location.
C) Specific subject and nature of the complaint.
D) Any verification of complaint by either other players or physical evidence (players sheet, handouts, etc.)

Specific areas covered by the Player/DM Protest system are:

a) Variants used in the game which alter its playability (such as an Earth Elemental throwing *Fireballs* and other such nonsense).
b) New monsters or magic items. If the item is of a minor type and necessary to the scenario, permission for its use might be allowed for the tournament if the magic item is sent to us at least two

months in advance. Under no other circumstance can a new monster, spell, class, or item be introduced into the tournament.

c) Suspected collusion between a ref and players for the purpose of winning or preventing others from having an equal chance at winning a tournament.

d) Suspected cheating by a player or ref. We wish to express the seriousness of this accusation and urge anyone who has a grievance to discuss it with the tournament or convention director as soon as possible. Send it to the RPGA™ HQ if you have no local recourse in the matter. The RPGA Network Coordinator will investigate any such grievances. If the tournament is found to be either too variable in its nature or too subjective in determining the winners, the Coordinator may declare all or part of the tournament invalid and no tournament scores will be given. In the case of cheating, "throwing " the tourney, etc., the individual or individuals found to be at fault may have their membership cancelled. Equally, any members who make unfounded protests for the express purpose of embarassment or some form of "revenge" are also subject to membership cancelation. In other words — be sure that your complaint is a valid one.

Directing a tournament: To qualify with RPGA HQ for directing a tournament, you must:

A) Write to us in advance for a questionnaire. Include your full name, age, address, phone number, game system the tournament is for, and at what convention you wish to run the tournament. Return the questionnaire as soon as possible. (As a reminder, RPGA HQ does not endorse "roving" or non-regional conventions — only fixed conventions that exist to serve the gamer.)

B) Be an RPGA Network Member in good standing and have the event sponsored by an RPGA Network Club in good standing.

C) List any problems or variants in the scenario that you foresee. We may be able to help. Do not send us the scenario itself. If you do, it will have to go through the normal submission process which is time consuming and unnecessary here.

D) Include an estimate of the size of the tournament (i.e., number of rounds, number of players on a team, how many total players will be allowed in the tournament.)

E) We will contact you concerning your request after reviewing all the information given us. We may be able to offer more assistance in some special cases (as in certain locations, size, etc.).

Who can play and who will be rated: The tournament director should determine whether the tournament should be open to RPGA Network Members only. I'd like to mention that we firmly believe the best way to recruit new members for your club is to show them the advantages of being an RPGA Network Member. Allowing them to enter your tournament will go a long way towards this. However, it must be clearly understood by one and all that only RPGA Network Members in good standing receive points. Nonmembers may win, but we will only publish the names of scoring members. Former members not in good standing (those who have not renewed) will not receive recognition in print from RPGA HQ even if they join again after the event is finished. The player *must* be a paid-member *at the time of the event* to receive TSS Points.

Who can judge a tournament: The availability of judges is one of the "sticky points" of most tourneys. It is up to the individual tournament director to recruit and select his judges. We usually use some form of test/questionnaire to establish the validity of a judge. It is highly desirous that a tournament director makes sure his/her judges are not refereeing friends, relatives, etc. Even if all parties are honest, it is difficult for the other players to see it that way. In 1983, RPGA HQ will be establishing a standard scoring system for players and judges.

Current Ratings: We run into a bit of a difficulty here because we don't have records to tell us what members have entered every event covered since the RPGA Network began. However, we do know the individual winners. Therefore, the RPGA Network Coordinator has decided that the ratings will begin for teams and all participants in the tournaments in 1983. Meanwhile, only the individual winning points will be assigned. We apologize to those of you who may have lost a point or two, but this averages out to be the fairest way to award points at this time.

Top Ranked RPGA Network Members

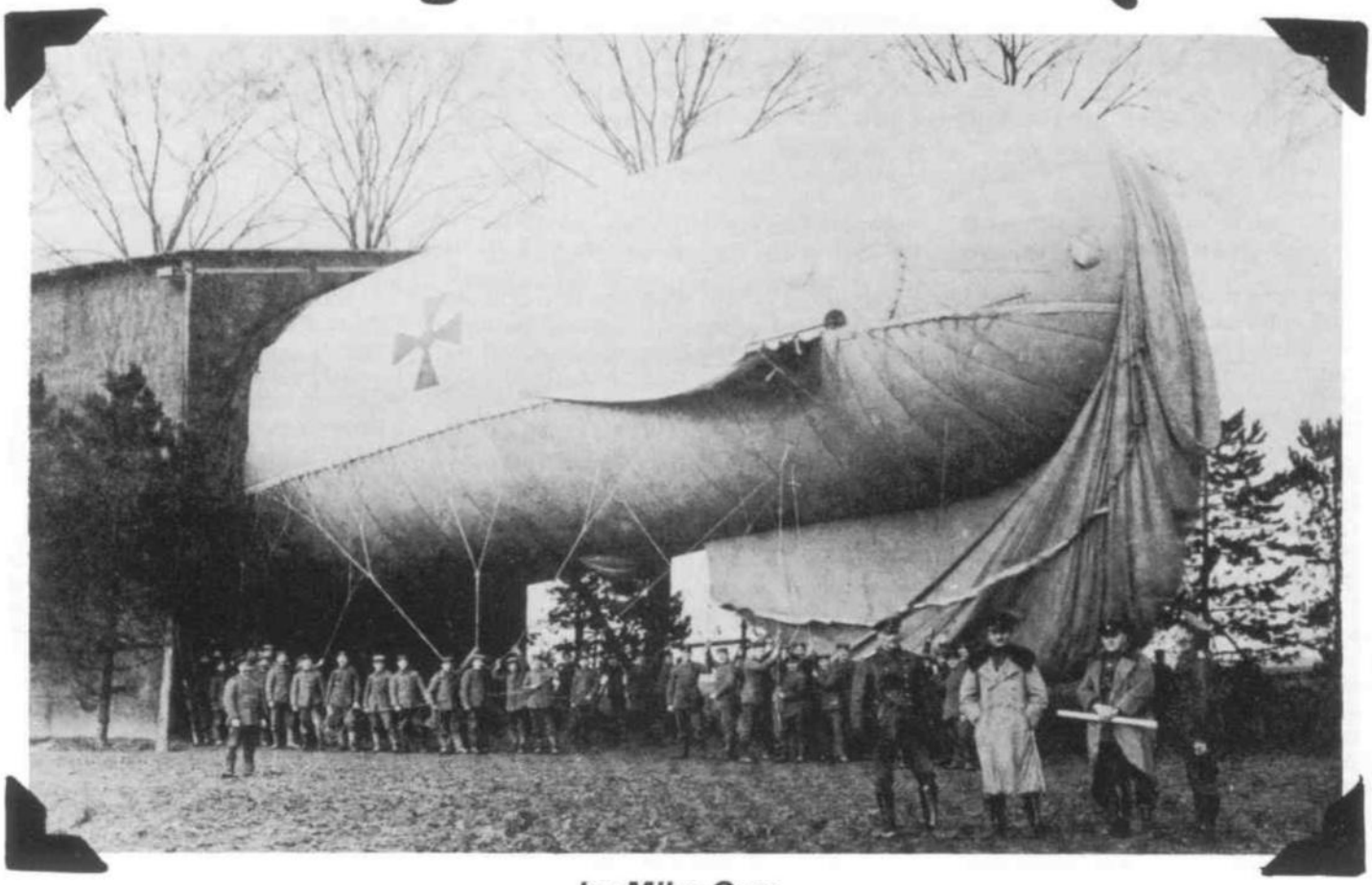
Dave Axler	1500
Matt Rupp	1125
Marnie Bosch	1000
Dave Kelly	1000
Ken King	1000
Brad Marko	1000
Randall Lemon	1000
Todd McIntyre	1000
Jim Quinn	1000
James Thorpe	1000
Chris Weiser,	1000
Noel Bergmen	750
Mark Blumbers	750
Doug Smestad	750
Mike Sutton	750
Roger Werder	750
Steve Berger	500
Francis Fleming	500
Andy Gavin	500
Bob Jeffries	500
Steve Lierly	500
Scott Miuster	500
Sonny Scott	500
Bob Stiegel	500
Mel Viles	500
David Waksman	500
Jeff Weiss	500
Patrick Desmond	400
Taurus Oslapas	300
Michael Etheridge	250
Steve Grover	250
Al Hattlestad	250
Terril Rogers	250
Gary Zeal	250
Jeff Tomes	200
Joseph Adlesick	125
Bob Atchison	125
Eric Forsman	125
Val Grover	125
David Johnston	125
Rich Pichnarczyk	125

What's Ahead: In '83, RPGA HQ will offer more tournament opportunities than ever before. We will attend GEN CON® South Game Convention and have a couple of tourneys available there. We are looking at other large regional conventions, so stay tuned for more information on Con updates as the year progresses. The really exciting news is that RPGA Network tournaments at GEN CON® XVI Game Convention will be better than ever before (more than our entire last year). We're having eight tournaments at the largest gaming convention in the country (GEN CON Game Convention) in addition to backing numerous others (the AD&D™ Game Open among them). Most of these games will be open to the public, but we are working on ways to give all attending RPGA Network Members first crack at them. We'll offer additional "special awards" to the highest scoring members as well as the normal plaques and awards that winners receive in GEN CON Game Fair events. More on this as the year progresses.

RPGA HQ will be working with Brian Blume on the upcoming Invitational Tournament, and the result will be a totally different tournament than ever before (look for details in future issues of POLYHEDRON™ Newszine). Other "special" events may also harvest honors — events that, although not technically tournaments, will still be of the quality to merit specially designated points to reflect their value.

Finally, during '83, we will begin cross-indexing individual scores with the RPGA Network Club files so we can have Club Tournament Ranking as well as Individual Tournament Ranking. Members will know what *official* RPGA Clubs across the country are the most experienced in tournament play. It's all just part of the expanding services offered to you by your gaming Network.

Flights of Fancy



by Mike Carr

A DAWN PATROL™ Game Scenario

The following scenario is based on historical fact.

It is March 20th — the eve of the first great German offensive of 1918. All across the front the German troops are readying for their massive assault against the British lines. But before the troops go over the top, the generals need as much information as possible on British troop strengths and the location of their strongpoints, thus the German balloon corps must go aloft for the final observation missions before the offensive.

The German balloon at La Bassee is a crucial link in the observation network. Because of its importance, the job of protecting this drachen has been given to Jagdstaffel 57, based at the nearby airfield at Wasquehal. At dawn, the balloon is taken out for its first ascension of the day just as the first group of Albatros fighters arrives for their protective mission.

On the other side of the lines, the presence of this drachen has been well-known by the British high command for several days. The order has come to the commander of 40 Squadron of the Royal Flying Corps: destroy the balloon at La Bassee. The commander has asked for several volunteers — a handful of the squadron's most daring pilots have volunteered to make the attack in their SE 5a's. As dawn breaks on the morning of March 20th, the group of pilots takes off eastward from their aerodrome at Bruay. Can they succeed in downing this giant sausage? And how many of them will return from this dangerous mission?

After a half hour of work, the drachen is aloft and floating at an altitude of 450 feet. The protective cover of Albatroses circles overhead at an altitude of 2000', and the flak and machine gun crews are waiting at their posts. All German eyes scan the skies for the everpresent threat of British aircraft. Dawn and dusk are the most likely times for an attack.

To the west, the SE pilots approach from a low altitude, trying to remain hidden from sight as long as possible. They see their target floating lazily in the sky, and prepare to make their attack. Up above, they see the protective cover of German fighters. It's a grim task ahead for the pilots of 40 Squadron, but they know the work must be done. The flight leader signals the attack just as the Albatroses dive to intercept the SE's before they can reach the balloon. The flak gunners start training their pieces at the incoming British planes, and in a moment the battle is joined!

To play this scenario, set up the drachen near the middle of the board at 450', with a protective group of four AA, five machine guns and one flaming onion. Set up the Albatroses at 1500' in a V formation about 10 squares east of the balloon. Place the SE's alongside each other about 15 squares west of the drachen at 1800' altitude.

This scenario can be played with four to nine players. Equip the players with the following aircraft, depending upon the number playing: #1 & #2 SE 5a, #3 & #4 Albatros D Va, #5 SE 5a, #6 Albatros D III, #7 SE 5a, #8 Albatros D V and #9 SE 5a. Note that if there are an odd number of pilots, the extra pilot will be British.

Look for other DAWN PATROL game missions in upcoming issues of The POLYHEDRON™ Newszine. See if *your* pilots can meet the challenge!

GEN CON® South Game Convention

March 11 - 13, 1983
The Thunderbird Resort Hotel
Jacksonville, FL

Official RPGA™ Network Tournament
RPGA Network Members' Meeting
RPGA Network Merchandise Booth

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spelling bee

This column serves as a forum for discussion of misunderstood or misused AD&D™ game spells. Please send questions or suggestions to "Spelling Bee," Editor, POLYHEDRON™ Newszine.

by Frank Mentzer

This month's topic: spell coordination.

I have heard that, in many campaigns, adventuring spellcasters select their spells in secrecy, without consulting, advising, or otherwise checking with anyone. This is not only unrealistic, it's stupid.

We have a fantasy world, here, where magic is part of life, where professionals, Chaotic and Lawful alike, respect each other's powers. It's simply intelligent and wise to coordinate one's spells with other spellcasters in the party for best effects as well as improving the chances for everyone's survival. True, spell coordination is a Lawful or Neutral action, and die-hard selfish Chaotics may refuse. But even moderate Chaotics will recognize the benefits.

This is where a multi-class character can be very valuable. A back-up spellcaster can carry things the "big guy" doesn't, and with a bit of careful consideration, the best durations and effects can be obtained easily.

Consider the situation with two clerics, one High Priest and one Fighter/Cleric, Level 5/5. On the whole, the Big Guy doesn't want to waste his spells on those with set durations; a *Bless* only lasts 6 rounds, whoever casts it. Likewise *Detect Magic* (1 turn), *Find Traps* (3 turns), and all the cures (instantaneous), plus many others. The Big Guy should specialize in the duration-type spells, to get the most out of them. Note, however, that if one of the clerics gets knocked out (or off), the other one's got to carry the day for a while, and a couple of spells should be duplicated for this sort of emergency situation (especially cures).

On the other hand, several durational spells are not usually needed for their whole duration. A common example is *Speak With Animals*; a Prefect has it up for 10 minutes, and there's not a whole lot that a dumb animal can say, unless you want to talk philosophy of nut-gathering with a squirrel or something.

Some characters and items can duplicate the effects of spells, too. A lowly 3rd level monk does a better job than a 30th level cleric's *Speak With Animals* spell, as the spell allows conversation with only one animal, while the monk can gab at will, as long as he likes. (Of course, it balances out; a 3rd level monk probably won't survive a 12d6 fireball . . .)

A half-elf Druid of any respectable level is an incredible linguist, starting with 9 languages (counting the alignment tongue) and adding another for each level above 2nd. They can often bypass the need for a *Speak With Monsters* spell.

Note that a Druid's *Neutralize Poison* is a third level spell, as compared to a cleric's fourth level. And the Druid's *Dispel Magic* is a 4" cube, not the usual 3". It probably won't matter, but . . .

For *Dispel Magic,* the cleric has to cast for six segments, but the magic-user only needs three. Contrariwise, some of the best evocations are at 3rd level (*Lightning Bolt,* and *Fireball*), while the cleric's "thirds" are of limited usage. Generally it's best to carry two *Dispel Magics* in a party if possible; you never know what you'll run into. Since its effects are based on level, your highest level caster should be carrying one.

In comparing magic-user and clerical spells, there are several which can be examined for duration, level, and range. *Detect Magic*, for example, is based on level for magic-users, but a flat 1 turn for clerics. The mage is understandably reluctant to spend a valuable first level spell on it, often preferring an extra *Magic Missile* or *Charm Person* spell, but the cleric's *Cure Light Wounds* is at the same level . . . This choice usually depends on the situation.

Dig into the comparisons between similar spells, and watch duration, range, spell level, casting time, and any other factors. You'll probably discover that you've been missing some opportunities!

My sincere apologies for the confusion generated by the "Clerical Spells" article in #7, specifically my comment on the Light *spell. My hastily written note stated that it does not blind a victim. Well, it doesn't; it temporarily blinds them, but it goes away. You don't need a* Cure Blindness *to get rid of the effects; just wait for the duration to run out.*

Certain readers objected to some of the other rulings, but they're all correct (and verified by Gary). Some folks were upset about using Slow Poison *as preventive medicine, instead of curative; but since a nice long duration is specified, it can be used either way.*

Dungeon Hobby Shop

Games and Accesories

As ever, we advise that you support your local hobby store. However, if there is no hobby store in or near your area, we recommend that you send your name and address (with zip code) printed legibly in ink to: Dungeon Hobby Shop, 772 Main Street, Lake Geneva, WI 53147. They'll send you a free catalog of games and gaming accesories

Our faces are red! In POLYHEDRON™ Newszine #7 we announced that David Kelly was the winner of the AD&D™ Tournament at GEN CON® South Game Convention. In actuality, the winner was ***Brad Marko*** of Lake Worth, FL. Somehow the notes on the tournament got crossed. Our sincere apologies to both David and Brad.

Please include your membership number when you write to RPGA™ HQ requesting ANYTHING. Failure to do so results in endless file and computer searching for your number.

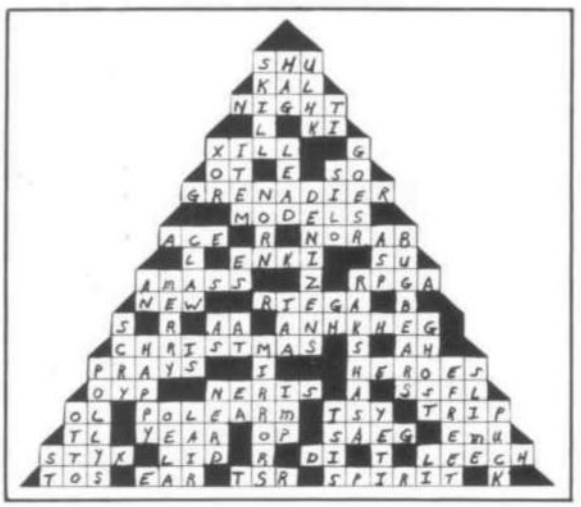
The Toll Free Number (see *Treasure Chest*) is in operation from 9:00 AM - 4:30 PM (CST), Monday through Friday. It is not available on weekends or after the stated hours.

When you send in a Change of Address, please make sure that both your old and new addresses are on the card. As the membership grows we encounter many similar names. Without the old address we can't be sure which "John Doe" moved.

Missing and Presumed Gaming:

The following members have not filed a Change of Address with RPGA HQ. We are holding magazines for them, some as far back as three issues. If you know the whereabouts of any of these persons, please ask them to inform RPGA HQ of their address change.

Crook, James B.	Missoula, MT
Flowers, Billy	Mt. Sterling, KY
Wall, David	La Mirada, CA
Choo, Chaw Kim	New York, NY
Baxter, Gary	Rainier, OR
Walker, Bill	New York, NY
Jamison, Paul	Marquette, MI
Stewart, Dan	Euclid, OH
Watts, Ricky	FPO New York, NY
Negrette, David R.	Santa Anna, CA
Jennings, Ron	Jacksonville, FL
Stanakievich, Steve	Mountain Lakes, NY
Day, Todd	Edgewater, MD
Barnett, Dorsol	Parris Island, SC
Brown, Roger	Cincinnati, OH
Metzger, Ferdinand	FPG New York, NY
Tomaszewski, Randy	Chicago, IL
McInnes, John	FPO New York, NY



WHITE RABBITS

RUNE SCRY

You've wandered through the dungeon for hours knowing that something was behind you, but you have no weapons, no spells — nothing but your clothes and a torch which is fading fast. You suddenly find yourself in a dead end, cut off from any help. Something is breathing loudly in the darkness beyond. You see a staff in the corner covered with runes. Try to figure out what it says — fast!

Modules

D = Basic D&D® game modules
X = Expert D&D game modules
A = Advanced D&D® game modules
M = "M" — Invisible ink modules
BH = BOOT HILL™ game modules
TS = TOP SECRET® game modules
SF = STAR FRONTIERS™ game modules
GB = GANGBUSTERS™ game modules
GW = GAMMA WORLD® game modules

Module	Sug. Retail	Type	#Pages	Demo Art	# Players	Level of Characters	Town, Dungeon or Wilderness	Other Modules in the Series	Position on WORLD OF GREYHAWK™ Map
B1: In Search of the Unknown	$5.50	D	32	No	1 - 6	1 - 3	D		
B2: Keep on the Borderlands	$5.50	D	28	No	1 - 9	1 - 3	D		
B3: Palace of the Silver Princess	$5.50	D	32	No	1 - 9	1 - 3	D		
B4: The Lost City	$5.50	D	32	No	6 - 10	1 - 3	D		
B5: Horror on the Hill	Coming soon	D	32	No	?	1 - 3			
X1: Isle of Dread	$5.50	X	32	1 page	6 - 10	3 - 7	W		
X2: Castle Amber	$5.50	X	32	No	1 - 9	3 - 6	D/W		
X3: Curse of Xanathon	$5.50	X	32	No	5 - 8	3 - 6	T/D		
X4: Desert Nomads	Coming soon	X	32	No	?	?	?	X5	
X5: Temple of Death	Coming Soon	X	32	No	?	?	?	X4	
T1: Village of Hommlet	$5.00	A	16	No	4 - 6	1 - 3	T	T2	N4/95
N1: Against the Cult of the Reptile God	$5.50	A	32	No	?	1 - 3	T/D		
U1: Sinister Secret of Saltmarsh	$5.50	A	32	1 page	1 - 9	1 - 3	D	U2, U3	U4/123
U2: Danger at Dunwater	$5.50	A	32	No	1 - 9	2 - 4	D	U1, U3	
L1: Secret of Bone Hill	$5.50	A	28	No	2 - 8	2 - 4	T/D/W	L2	Spindrift
L2: The Assassin's Knot	Coming soon	A	32	No	?	?	T/D	L1	Spindrift
I1: Dwellers of the Forbidden City	$5.50	A	28	No	6 - 8	4 - 7	D		Hepmonaland
I2: Tomb of the Lizard King	$5.50	A	32	No	?	?	D		
I3: Pharoah	$5.50	A	32	No	?	?	D	I4, I5	
I4: Oasis of the White Palm	Coming soon	A	32	No	?	?	D/S	I3, I5	
I5: Tomb of Martek	Coming soon	A	32	No	?	?	D	I3, I4	
UK1: Beyond the Crystal Cave	Coming soon	A	32	No	4+	4 - 7	D		04/124
A1: Slave Pits of the Undercity	$5.50	A	24	No	6 - 9	4 - 7	D	A2, A3, A4	A4/101
A2: Secret of the Slavers' Stockade	$5.50	A	40	No	6 - 9	4 - 7	T/D	A1, A3, A4	B4/103
A3: Assault on the Aerie of the Slave Lords	$5.50	A	28	1 page	6 - 9	4 - 7	T/D	A1, A2, A4	Z3/103
A4: In the Dungeons of the Slave Lords	$5.50	A	28	No	6 - 9	4 - 7	D	A1, A2, A3	Z3/103
C1: Hidden Shrine of Tomoachan	$6.00	A	32	Yes	3+	5 - 7	D		Y3/135
C2: Ghost Tower of Inverness	$5.50	A	32	Yes	5+	5 - 7	D		Z3/91
S1: Tomb of Horrors	$5.50	A	12	Yes	1 - 20	6 - 14	D		L2/100
S2: White Plume Mountain	$4.50	A	16	1 page	1 - 10	5 - 10	D		U3/69
S3: Expedition to the Barrier Peaks	$8.00	A	32	Yes	1 - 15	8 - 12	D		Z5/118
S4: Lost Caverns of Tsojcanth	$7.50	A	64	No	6 - 8	6 - 10	D/W		M5/141
M1: Blizzard Pass	Coming soon	M, A	32	No	1+	1 - 3	D		
G1, 2, 3: Against the Giants	$6.00	A	32	No	5+	6 - 9	D	D1, D2, D3, Q1	N5/126, V5/128, N5/139
D1, 2: Descent into the Depths	$6.00	A	32	No	6+	9+	D	G1, G2, G3, D3, Q1	M5/141
D3: Vault of the Drow	$6.00	A	28	No	6 - 9	10 - 14	D	G1, G2, G3, D1, D2, Q1	M5/141
Q1: Queen of the Demonweb Pits	$5.50	A	32	No	6 - 9	10 - 14	D	G1, G2, G3, D1, D2, D3	M5/141
BH1: Mad Mesa	$5.50	BH	32	No	1+		T		
BH2: Lost Conquistadore Mine	$5.50	BH	32	Yes	4 - 8		T/D		
BH3: Ballots and Bullets	$5.50	BH	32	No	3+		T		
TS002: Rapidstrike	$5.50	TS	32	No	2 - 6		D		
TS003: Lady in Disress	$5.50	TS	32	Yes	5 - 7		D		
TS004: Operations Fast Pass	Coming soon	TS	32	?	?		?		
SF1: Volturnus; Planet of Mystery	$5.50	SF	32	No	2+	1 - 3		SF2	
SF2: Star Spawn of Volturnus	$5.50	SF	32	No	2+	1 - 3		SF1	
GB1: Trouble Brewing	$5.50	GB	32	No	8 - 12	Any			
GB2: Murder in Harmony	$5.50	GB	32	Yes	2 - 6	Any			
GB3: Death on the Docks	Coming soon	GB	32	?	?	?			
GW1: Legion of Gold	$5.50	GW	32	No	2 - 8	Begin. Inter.	D/W		
GW2: Famine of Far-Go	$5.50	GW	32	No	2 - 10	Begin. Inter.	D/W		
WG4: Forgotten Temple of Tharizdun	$6.00	A	32	No	5+	5 - 10	D/W		
R1: To the Aid of Falx	$3.50	A	16	Yes	6	5 - 9	D		
R2: The Investigation of Hydell	$4.50	A	32	Yes	5	5/5	D		
R3: Egg of the Phoenix	$4.50	A	32	Yes	6	5 - 9	D/W	R4	
*R4: Doc's Island	$4.50	A	32	Yes	5	5 - 9	D/W	R3	
*RPGA1: Rahasia	$3.50	D	16	Yes	6 - 8	1 - 3	T/D/W	RPGA2	
RPGA2: Unnamed as yet	$3.50	D	16	Yes	6 - 8	1 - 3	T/D/W	RPGA1	

Coming soon

Prices are subject to change.

Tournament Tips Too

by Clyde "Sonny" Scott

A short while ago the POLYHEDRON™ Newszine carried an article by a DM in Washington about his first tournament. Here are a few of my own additional pieces of advice.

Plan well in advance

Six months is none too soon to begin preparations. The sooner you start, the more organized your tournament will be!

Get recognition

RPGA™ HQ will mention in POLYHEDRON™ Newszine that an event or tournament is being offered by an official RPGA Club. This informs other members that you follow the same basic philosophies in gaming that they do. Remember, however, that although the referees are official the event or tournament is not. The RPGA HQ insists on events being run "by the book" — that is, as the D&D® and AD&D™ games were written, not with tons of variations on the basic rules.

Seek help

Work on coordinating the tournament, not playing or judging yourself. Try to make it worthwhile to the refs. If you have any question concerning a person's ability to judge, talk with them awhile about the game,or make up a test like the RPGA organization has. *(Send a Self Addressed Stamped Envelope, request the test, and we'll mail it to you — Ed.)* Try and use referees who have a few years experience DMing large parties. If this isn't possible, spend a little more time with the less "initiated" referees. Remember, you're planning on building a future group to carry on these tournaments.

Schedule judges

Your referees can probably provide about 10 hours of work. Three to four hours per round is maximum for a good game. Be sure they have plenty of time for meals, setting up, etc.

Contact sponsors

Hobby shops, retail stores, bookstores and friends may be willing to donate prizes or give discounts. Determine and post what the entry fees (if any) and prizes (if any) will be. Don't forget the cost of printing when figuring.

Determine location

Schools, churches, parks (watch the weather), and National Guard buildings have lots of room — often free. Be sure to clean up afterwards to restore the locale to its normal condition. During the tournament, don't allow excessive noise or horseplay. Offer to pay for anything broken. Try to show the people who let you use their property that you appreciate it and can take care of it. This will help any who come after you, as well as your next tournament. Always think ahead.

Advertise

There are a variety of ways to bring the information to the public. One of the best is to put all the important information concerning the tournament on a single sheet of paper (neatly typed), write PRESS RELEASE on it, and send it to all local newspapers and radio and television stations. Be sure to include the name and phone number of someone who can be contacted during normal working hours to answer questions. Send copies to all local junior highs, high schools and colleges.

Make colorful, eye-catching posters with all the useful information on it and take them to hobby stores and other retail outlets that either handle gaming supplies or are interested in gamers. Ask permission to hang them in the store — the best place is near the games.

Organize Registration

If you are going to register players in advance (it helps to know your turnout), set the ending date a few days before the tourney to give yourself breathing space. Decide if you want to charge a fee, but remember that the point is to have fun, not make loads of money. If you wish to charge $1.00 per person (which is not unreasonable), make sure the players understand that it's to pay for the expenses used in putting on the tournament.

Brief your judges

Go over the tournament with your judges well in advance of the actual day, but make sure they understand that this information is to be discussed only with other judges. If possible, take them through a step-by-step process so they fully grasp the modules. During the tournament, spend time going from room to room to make sure everything is alright.

Wrapup

Make sure the players know who helped to make the day possible. Pay special attention to those who lent space, donated prizes, etc. Encourage the players to thank these patrons in the near future. This is very important for continued support. *(Photocopy a neatly typed flyer containing this information and give one to every player. — Ed.)*

A word in closing. Be prepared to answer a lot of questions. Think about the possible questions and answers well in advance. A good answer for the question,"Why are you having a tournament?" is: "To have fun!" You may wish to stress that you don't play the game dressed in armor and hack at each other with swords (don't laugh, some people think that way). Don't try to answer questions on the company no matter how hard you're pressed. Instead, refer them to TSR Hobbies Inc., POB 756, Lake Geneva, WI 53147 or the RPGA™ Headquarters (POB 509, Lake Geneva, WI 53147). A lot of people don't understand the game. Don't argue or fight with them — relax, have fun, and try to avoid problems.

Note from Kim for our younger audience: much of this may seem difficult (like typing all the material, talking with store owners, etc.). It's possible that your parents would like to help you with this. You'll never know unless you ask them! Also, no matter how well coordinated the tournament is, unless the modules are fun and well balanced the event just won't be that great. Look for upcoming articles on how to create your own balanced modules right here in your POLYHEDRON Newszine!)

NOTES FROM HQ

After years of gaming and a couple in the gaming industry, certain patterns start to become evident — sales patterns, game design patterns, behavioral patterns, good patterns and bad patterns. They aren't steeped in psychological background or some great amount of insight, just good common sense and keeping eyes and ears operational. One of the patterns I'd like to discuss may be a problem for the people who develop it, hence RPGA™ HQ's concern in the matter. It sometimes comes in the form of a letter where a younger gamer mentions that his parents are concerned that he may be spending too much time gaming and not enough on homework. One often feels it at gaming conventions when talking to those gamers (rare as they are) whose whole life revolves around gaming. You may even feel it yourself when time doesn't allow you to do everything you want or have to do. It is the evergrowing pattern of game time consumption.

Role playing games are particularly greedy when it comes to time. The on-going nature of and ease of involvement in RPG's causes some people to find themselves spending more and more time playing them. All highly imaginative activities are easily addictive if one does not keep them in their proper perspective. I'd like to bring up a few points on the subject that may help a friend of yours, or maybe even you.

First and foremost one must remember that RPG's are just that — games, and consequently, should be fun. TSR has always tried to explain that one important aspect to those who don't understand the RPG's. I've never met anyone who actually thought they were a paladin or M-U or elf. We play just for the fun and excitement of it all. But sometimes gamers get carried away. If you ever get to the point where losing a character, blowing a saving throw, or not getting a cut of the treasure really bothers you, maybe you ought to reexamine your reasons for playing. If winning gets so important that you even briefly think about cheating, quit the campaign for awhile and refocus your priorities. If you find yourself arguing with the players and ref constantly, perhaps you should look for another campaign. These are all signs that you are taking the game too seriously and should ease up for awhile.

The next point to consider is the actual time you give to games. Amount of available gaming time is, of course, different for everyone based on their individual responsibilities. One must keep in mind that there are many more important things in life than games. Education is one of them! When you blow your studies you are short-changing yourself now and for a long time to come. Take a good long look at the scoring and experience systems for most games. We're talking math here — figures that have to be worked out quickly and not necessarily on a calculator. Did you know a *Fireball* in the AD&D™ Fantasy Adventure Game blows out to a total volume of roughly 33,000 cubic feet? If you don't think it's necessary to know mathematical equations for volume try creaming an entire party by a misspelled *Fireball*. (Don't laugh, I saw this happen at a tournament one time. The other players didn't laugh either.) Think English is a drag? Try getting anything considered, much less published by a company or magazine if your copy doesn't read well, is full of misspellings, or just plain doesn't make sense. They don't have the time to deal with it when a number of writers do have understandable writing skills. Feel science and history are wastes of time? Where do you think so many of our ideas come from? Gary Gygax was into history and historical arms way before Adventure Games. As a matter of fact, the whole Adventure Gaming industry owes its birth to historical gamers who also had imaginations. But plugging yourselves into TV, arcades, or even games does not expand your imagination — exercising your mind does. One of the best ways to do this is by using your mind on your studies.

Consider this: gaming is fun but would a life of nothing but gaming really be anything but a waste? You would eat, sleep, breath and work games. Ultimately, you'd be a crashing bore! Cultivate other hobbies, get involved in athletics or community groups — diversify. Gary raises horses. Mary Kirchoff plays raquetball and tennis. Frank Mentzer strums a mean guitar. I shoot a bow, paint miniatures, and cook. The point is, gaming should be something you do occasionally, not four or five times a week to the exclusion of everything else.

There are more highly imaginative books, movies, games and gadgets out now than ever. It appears as though the average person just loves to pop off to another time with Luke Skywalker, root for E.T. to get back home, or heroically fight monsters. Fantasy, Science Fiction and other areas where we can "escape" are visited by a lot more people now. But just visited! And only for a short while. Although these places offer a brief refuge, they aren't the real world. We don't want you to confuse the two. If you take the time to look around you'll see some pretty imaginative and enjoyable things in the real world too.

RPG's can help you in a number of ways and of course we want you to play them. But we want you to play them for the fun of it. That's why they were created.

Kim

Treasure Chest

Dice and Dice Accessories

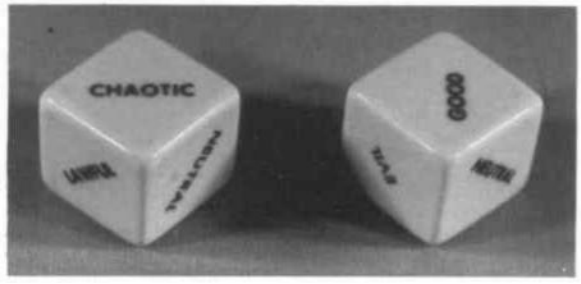
NEW! Now available from the RPGA™ Headquarters-8-sided and 20-sided gem dice in special RPGA Network colors, Electric Blue and Electric Green. Made of high impact plastic, these dice do not have the numbers pre-inked. Please specify which of the combinations you wish:

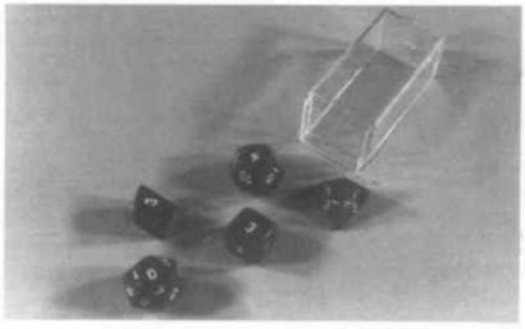
2 8-sided (1 Blue & 1 Green) 2 20-sided (0-9, 1 Blue & 1 Green) 2 20-sided (1-20, 1 Blue & 1 Green)

Price: $1.50 per pair, 6 dice (as above) for $3.75

RPGA™ Network **Alignment Generators.** A a special set of 6-sided dice designed for use in determining the alignments of random encounters, NPC's, etc. One die has Lawful, Neutral, Chaotic imprinted on it and the other has Good, Neutral, Evil.

Price: $1.25 a pair.





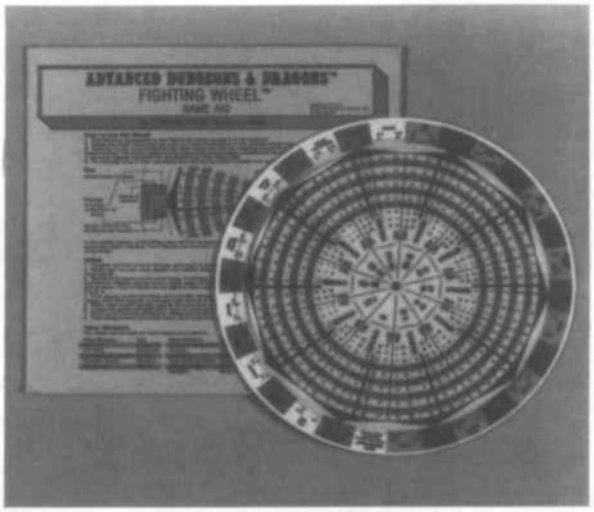
NEW! THE Dice. Koplow dice from West Germany, made exclusively for the casinos of Europe. This Polyhedra set includes a 4, 6, 8, 12, & 20-sided die packed in a clear plastic case. Your choice of colors — Black, Dark Blue, Red, Ivory, White, or mixed. They come with the numbers already inked on.

Price: $8.00 for 1 set, $15.00 for 2 sets.

MINI-TOTE BAG. Ideal for carrying dice, pens, small boxed miniature sets, etc. Sturdy, monogrammed with the RPGA™ Network Logo, with a carrying handle made for rough use.

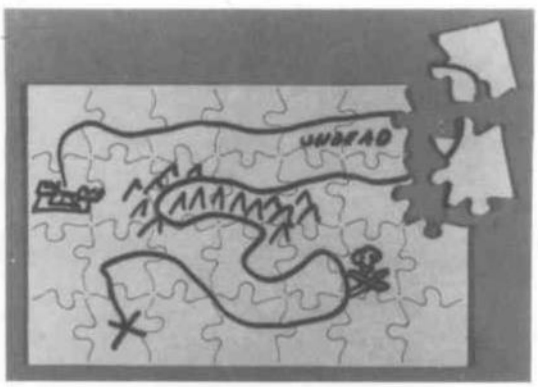
Price: $4.00

Gaming Accessories



FIGHTING WHEEL™ Game Aid. A whiz for speeding up combat for Fighters, Rangers, Paladins & Bards. Includes all the numbers to hit for all the weapons usable by these classes plus Weapon vs. Armor Class Adjustment. Made of durable plastic with its own carrying sleeve to protect it during non-use.

Price: $4.50



NEW! Blank Puzzles. A mini-jigsaw puzzle that you can draw your own fantasy maps, treasure map, legends, etc. on. Finding all the pieces can be the players delight or dilemma. 5½" x 8½" — 28 pieces. We might add that the puzzles are all cut the same, so if you purchase two puzzles and make two maps the players might be driven quite mad when they try to figure why the one piece fits the puzzle but not the map or diagram drawn on it. (Heh, heh, heh!!)

Price: 50¢ each.

Apparel

Belt Buckles. Sturdy, brass-coated belt buckles with the TSR or RPGA™ Network logos cast on them. Will fit up to a 1⅜" wide belt stock. Proclaim your hobby to your friends with these attractive buckles. Great as gifts, too!
Please specify whether you desire: A) TSR™ buckle, or B) RPGA Network buckle.

Price: $6.00

Apparel Continued

Gaming Caps: 100% Polyester adjustable caps. One size fits all. Please specify color and type. Colors available are Black, Dark Blue, Green, Red, and Yellow. Types are:

A) Fighter
B) Magic-User
C) Comic 1st Level Fighter
D) RPGA™ Network Logo
E) RPGA™ Network Charter Member Logo
(available only to charter members)

Price: $4.50

A

B

C

E

D

T-Shirts: Available in adult small, medium, large and extra large sizes. 65% Polyester/35% Cotton white with dark blue neck and armbands. Please specify size and type. Types include:

A) Orc Fighter
B) Human Fighter
C) Dragon Breathing
D) RPGA™ Network Logo with Skeleton and words "DUNGEON MASTER"
E) Straight RPGA™ Network Logo

Price: $7.00

A

B

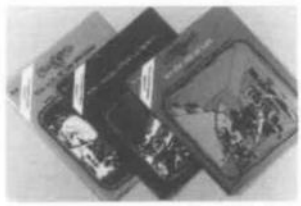
C

D

E

ADVANCED DUNGEONS & DRAGONS®

Modules by Frank Mentzer



R-1: To The Aid of Falx. 5 characters, levels 5-9. A silver dragon is in danger because of the theft of five Silver Dragon Control Potions. His lair is near the thieve's complex. Can you slip in and secure the potions before the time limit runs out?

Price: $3.50

R-2: The Investigation of Hydell. Happy Slaves? A business that sells happy slaves??? You are requested to investigate the complex and shut it down if possible. Again,an adventure for characters of levels 5-9.

Price: $4.50

R-3: The Egg of the Phoenix. In the lonely town of Northending, the Council of Five has called upon the famous Paladin Athelstan to come to their aid. The fabled artifact known as the Egg of the Phoenix has been stolen , taken away by evil creatures and hidden far away — on the Negative Material Plane itself and guarded by a real Phoenix. An adventure for characters of Levels 5-9.

Price: $4.50

Back Issues. We still have back issues of the POLYHEDRON™ Newszine, Issue's 1 - 8, though some are almost depleted.

Price: $1.25 each

NEW! THE ARTISTS OF TSR.

The RPGA™ *Network's first Art Portfolio*

This product was created for those of you who have searched for high quality, imaginative artwork at a reasonable price.

This fine portfolio features 12 black and white pieces of art, printed separately, and protected by a wraparound cover. It also contains background information on the TSR Art Department, and its artists. They are ideal for displaying on your walls, using in a campaign, and gift giving, or simply add them to your fantasy art collection.

The 12 pieces include: *Amazon Archer, War God, Norien-Elven Huntress, Orc War Party, Fire Dragon Hunt, Vampiress' Tomb, Cu Chulainn, White Dragon Death, the Tri-gon Rider of Samaj, the Undead Queen's Vault, Starfarer's Last Battle, and Thor's Battle with Jormungandr. Other artwork includes the cover's Dragonhead and inside caricatures of the Art Staff.*

Price:$7.50

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Use the enclosed order form to list the specific item(s) and price(s) in the spaces provided. When you have listed your entire order, add up the prices PLUS postage to arrive at the total cost. The postage and foreign rates are listed above the order form. No merchandise can be shipped on a COD basis. Payment must be made in one of the following ways:

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Expiration Date
Name of Cardholder (if different from name of member)
Products you are ordering and total cost

2) Money Order or Certified Check: US Residents, please send a Certified Check or Money Order for the total amount PLUS postage. Foreign residents must add on other charges (see order form) and ALL PAYMENTS MUST BE IN US FUNDS. Please make all checks or Money Orders payable to: RPGA™ Network, POB 509, Lake Geneva, Wisconsin 53147.

Please completely fill out the ORDER FORM legibly in ink.

How we ship: Normally, all orders are shipped within 4-7 days upon receipt of an order, but this may vary depending on the season. UPS is used whenever possible, so be sure someone is home to sign for the package. Otherwise, please request that your package be sent by Parcel Post (PP). APO, FPO and PO Box numbers are automatically shipped Parcel Post. Remember, the postage charge must be added to the total purchase amount, or your order will not be sent to you.

If you are expecting to move while you are awating delivery, please specify an alternative mailing address so that we can assure proper delivery to you. We will automatically back order any stock we can as we run out. If and when the item is back in stock, it will automatically be mailed to you. In either event, you will be notified and your money refunded if necessary.

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Over $40.00 postage is free for USA Residents
Canada & Mexico add 15% of total order for postage and handling
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APO & FPO add 10%. Check here _____ for SAM (Surface Available Mail) or here _____ and add 10% plus $1.00 for PAL (Parcel Air Lift).
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CLUB MEMBERSHIP

Have you ever wanted to start you own ADVANCED DUNGEONS & DRAGONS® GUILD? How about a TOP SECRET® SOCIETY or a GAMMA WORLD™ FELLOWSHIP? Do you belong to a large group of role playing gamers that would like to become an *official* COLLEGE of the ROLE PLAYING GAME ASSOCIATION™ Network? Well, now you can!

Announcing *official* RPGA Club memberships! If you and your friends are members in good standing with the RPGA Network, meaning that your dues and product purchase payments are paid in full, then you can form any one of four different clubs.

FELLOWSHIP
Size Requirements — 7-25 RPGA Members
Accreditation Fee — $2.50 for club
Benefits — Listing in the RPGA Club Directory as an *official* Fellowship with your own distinct title .
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Free postage on orders of RPGA Network merchandise over $30.00.
Plus much more to come!

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Size Requirements — 76 RPGA Members or more
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Plus much more to come!

* All clubs must conform to the standards set down by the RPGA™ Network. These will come with a Club Information Packet and must be signed and returned to RPGA HQ.
* All "counted" members (for reasons of establishing club size) must be RPGA members in good standing. The club, however, may or may not be open to additional non-RPGA members, as the club members desire.
* No member may belong to more than one *official* RPGA Club at any one time.
* For an *official* club to maintain its standing it must maintain its membership. A Club may, at any time, change its status by increasing or decreasing its membership size. At that time the club must inform the RPGA HQ of this change to remain *official*, and pay a $2.50 reaccreditation fee.
* Only *official* RPGA Clubs will be listed in the Club Directory.
* An Accreditation fee is charged to cover the cost of club and member information additions into the computers.
* Potential RPGA members may be used for the club size "count" if they send in their completed membership form (with dues) with the completed Club form. Any existing member may join a new club and any future member may join the club if he includes the club number (on the Club Certificate) when he/she joins.
* The responsibility of contacting all of an individual club's members lies with the club President, leader etc., and not with the RPGA HQ.

(Cut on the dotted line)

Yes, my friends and I are interested in establishing an *official* RPGA™ gaming club in our area. Please send us an information packet.

FELLOWSHIP _____ GUILD _____

SOCIETY _____ COLLEGE _____

Name _____

Address _____
Street City State Zip

My RPGA # is _____

Our main interest lies in:

Role Playing Games in general _____

D&D®game _____

AD&D™ game _____

BOOT HILL™ game _____

DAWN PATROL™ game _____

GAMMA WORLD™ game _____

GANGBUSTERS™ game _____

STAR FRONTIERS™ game _____

TOP SECRET®game _____

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